

## TECHNICAL REGULATIONS

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### ATHLETES ARE REQUESTED TO READ THE FOLLOWING VERY CAREFULLY

The Championships will be conducted according to the rules of the IAAF, IPC and Athletics Australia.

**NOTE:**

**\*\*\* Open and Under 20 events are via invitation only.**

**\*\*\*THERE MUST BE FOUR (4) ATHLETES IN EACH EVENT REGARDLESS OF CLASS OR AGE GROUP FOR THE EVENT TO PROCEED.**

**\*\*\*AN ATHLETE MUST HAVE TURNED 12 IN THE YEAR OF COMPETITION IN ORDER TO COMPETE IN THESE CHAMPIONSHIPS.**

#### 1. CLASSIFICATION GUIDE

A guide to the classes which can enter these Championships follows.

#### 2. COMBINING CLASSES

All of the events conducted at the Championships will be in a combined class format.

For track events the combinations will be either:

- Ambulant (i.e. T01, T11, T12, T13, T20, T35, T36, T37, T38, T40, T42, T44, T46)
- Wheelchair (i.e. T33, T34, T51, T52, T53 & T54)

For field events the combinations will be either:

- Ambulant (i.e. F01, F11, F12, F13, F20, F35, F36, F37, F38, F40, F42, T44, T46)
- Seated (i.e. F33, F34, F51, F52, F53, F54, F55, F56, F57 & F58)

#### 3. UNIFORMS:

- All athletes are encouraged to wear their Member Association, Institute/Academy of Sport or Club uniform.
- Athletes may wear the uniform of their choice, however all uniforms must comply with IAAF advertising regulations. Please refer to the IAAF website:  
<http://www.iaaf.org/downloads/IAAFhandbook/index.html>.
- No advertising material is permitted unless approved by Athletics Australia.

#### 4. COMPETITION NUMBERS:

- Competition numbers will be given to each athlete at check-in.
- These numbers must be worn on the front and back of the competition uniform firmly attached with not less than four (4) pins, so the entire number and sponsorship information can be easily read.
- No part of the number shall be folded under the uniform.

**ATHLETICS AUSTRALIA WILL ENFORCE IAAF RULE 143.8, WHICH RENDERS AN ATHLETE LIABLE TO DISQUALIFICATION IF S/HE TAMPERS IN ANY WAY WITH THE COMPETITION NUMBER.**

- Hip/helmet numbers will be provided by an official either in the Call Room or at the start line.

#### 5. ADDITIONAL HEATS/ELIMINATION ROUNDS:

If additional heats or elimination rounds are required (other than those already scheduled) all entrants for that event will be notified via the noticeboard.

## 6. CONFIRMATION OF ENTRIES

- Entry confirmation is the responsibility of each individual athlete and all are encouraged to "confirm" as early as practicable, but no less than **ONE HOUR** before the scheduled start time of each event in which they intend to compete.
- ATHLETES MUST SIGN IN TO CONFIRM THEIR ENTRY.
- After close of confirmation for each event, heat allocations and lane draws will be conducted for those events requiring them.
- Draws for all events will be posted on notice boards as soon as they become available.

## 7. SCRATCHINGS:

If an athlete fails to scratch from an event after confirmation or does not compete in all rounds of an event for which s/he has qualified, s/he will not be permitted to compete in any other event in the championships (IAAF Rule 142.4).

## 8. WARMING UP:

Athletes may warm up on the back straight between events. Note that officials will warn athletes and ask them to leave the back straight whilst circular events are being conducted.

General warm up will not be permitted elsewhere in the arena, except for field events once the previous event has finished and athletes have passed through the Call Room. Athletes will not have access to the main track other than when they are led out from the Call Room prior to their event. At the conclusion of each event, all athletes must leave the main track immediately via the Post Event Control Area.

## 9. CALL ROOM PROCEDURES:

**All** athletes are required to report to the Call Room prior to their event.

If an athlete requires a Guide, they **must** accompany the athlete to the Call Room and proceed with the athlete to the Field Of Play. A coloured vest will be provided to them, which they **MUST** return after the event.

In the Call Room athletes will be expected to demonstrate that their competition uniform, numbers, shoes and other equipment including throwing frames comply with the competition rules.

Athletes will proceed to the start of their event from the Call Room **ACCOMPANIED BY AN EVENT OFFICIAL**. Athletes who proceed to the event not accompanied by an official may not be allowed to start.

The closing call entry times at the Call Room are (prior to scheduled event starting times):

High Jump, Discus, Javelin	45 minutes
Shot Put, Long Jump	35 minutes
Seated Throws	20 minutes
Track Events (wheelchair)	15 minutes
Track Events (ambulant)	10 minutes

This time allows for Call Room procedures and movements to the competition site. The remainder of the time may be used to complete the warm-up at the competition site when the competition site is not in use (under the supervision of the officials).

If an athlete is already or likely to be competing in another event at the designated marshalling time, the athlete must have another person notify the Call Room of this prior to the designated marshalling time.

## 10. PROGRESSION TO FINALS (TRACK):

Progression to finals remains subject to changes directed by the Technical Delegate of Athletics Australia.

Note: In a number of events where the number of entries exceeds 8 by 1 or 2, Timed Finals may be conducted in place of Heats and Finals.

Progression from heats to finals will be determined according to the position each athlete has attained in the heat as established by the Multi-Disability Standards.

### **DETERMINING RESULTS USING THE MDS**

Results will be determined using Athletics Australia's Multi-Disability Standards (MDS). Athletics Australia AWD Statistician, Neil Fuller, has developed the MDS in consultation with a variety of people closely involved in athletics for people with a disability. The MDS enables a mathematical comparison of results between the classes contesting the event. The system is a modification of the % of World Record system that is used by Athletics Australia to combine the Open Classes at the Athletics Australia Open AWD Championships.

The MDS system is necessary, as we do not have accurate/reliable World Records for the respective age groups and disability classes competing at the Championships. It also enables for adjustments to be made where "Open" World Records are significantly influenced by technology (e.g. underage beginners are unlikely to be running on "state of the art" prosthetic limbs).

### **11. PRIVATE IMPLEMENTS:**

Athletes who wish to use their own throwing implements during the championships MUST lodge them with the Technical Manager at the Technical/Equipment Room no later than three hours before the scheduled starting time of that particular event on the day of competition or the day before the event.

The implements will be impounded until after the event or events for which they are submitted at which time athletes may collect them from the Technical/Equipment Room.

### **12. STARTING BLOCKS**

Starting blocks may be used for all events up to and including 400m and only those supplied by the Organising Committee may be used. Private blocks will not be permitted.

### **13. SPIKES**

The size of the spikes permitted at AIS Athletic Field are as follows:

<u>Events</u>	<u>Maximum</u>
Track events	7mm
Long & Triple Jumps	7mm
High Jump & Javelin	9mm

### **14. GUIDES OR GUIDE-RUNNERS:**

Only Guides or Guide runners for Class 11-12 athletes, and Guides for athletes in Classes 31-32; 51-53 will be permitted to accompany competitors onto the competition area.

Persons acting as Guides or Guide-runners must be clearly identified by wearing a distinctively coloured vest provided by the Organising Committee.

### **15. MEDAL PRESENTATIONS**

***When classes or Age Groups are combined, medals will only be presented to the first three placegetters, regardless of class or age.***

Medal presentations will be made as soon as possible after the final of each event. All placegetters are asked to assist with this procedure by going with an official at the completion of the event to the medal presentation. Each athlete must wear either their competition single or tracksuit top for the victory ceremony.

### **16. PROTESTS**

Protests must be lodged initially with the Referee as per IAAF Rules. Appeals to the Jury are to be made in writing on the appropriate Appeal Form and lodged with the \$50 fee. Appeals can be made by either the athlete or an approved person and should be lodged in the Administration Room where forms will be available.

## 17. EXIT FROM THE FIELD OF PLAY:

All athletes must exit the Field of Play through the Post Event Control area, which is located near the finish line. Athletes will be directed (track) or escorted (field) to this area by the officials. Athletes MUST NOT exit the Field of Play other than through this area.

## Track and Field Classes for Athletes with a Disability Quick Guide

**Note:** T denotes track classes  
F denotes field and jumps classes  
P refers to pentathlon events (i.e. a combination of T&F classes in the one event)

<b>Deaf or Hearing Impaired Classes</b>	
<b>T01 or F01</b>	Deaf or Hearing Impaired refers to hearing loss which renders it impossible to understand speech through hearing alone, even if a hearing aid is used.
<b>Vision Impaired Classes</b>	
<b>T11 or F11</b>	Total blindness (i.e. from no light perception at all in either eye up to and including the ability to perceive light, with the inability to recognise objects or contours in any direction and at any distance)
<b>T12 or F12</b>	Legally blind, with 0-5% of "normal" vision in the best eye after correction (i.e. ability to recognise objects or contours up to a distance of 2m that a person with "normal" vision can see at 60m [below 2/60 vision] and/or field of vision less than 5 degrees)
<b>T13 or F13</b>	Legally blind, with 6-10% of "normal" vision in the best eye after correction (i.e. ability to recognise objects or contours between 2m and 6m away, that a person with "normal" vision can see at 60m [2/60 to 6/60 vision] and/or field of vision between 5 and 20 degrees)
<b>Intellectual Disability Class</b>	
<b>T20 or F20</b>	Assessed as having an intellectual disability by an agency or professional (e.g. an educational psychologist)
<b>Cerebral Palsy Classes</b>	
<b>T31 or F31</b>	Severe quadriplegia ~ athletes are usually dependent on an electric wheelchair or assistance for mobility
<b>T32 or F32</b>	Severe to moderate quadriplegia ~ athletes are usually able to functionally propel a manual wheelchair ~ often divided into two further sub-classes: <ul style="list-style-type: none"><li>• <b>T32 Upper:</b> Better upper extremity control (e.g. propels wheelchair with arms)</li><li>• <b>T32 Lower:</b> Better lower extremity control (e.g. propels wheelchair with legs)</li></ul>
<b>T33 or F33</b>	Wheelchair racers or seated throwers with: <ul style="list-style-type: none"><li>• moderate to severe problems in lower limbs</li><li>• fair functional strength and moderate control problems in upper limbs</li></ul>
<b>T34 or F34</b>	Wheelchair racers or seated throwers with: <ul style="list-style-type: none"><li>• moderate to severe problems in lower limbs</li><li>• minimal control problems in upper limbs and trunk</li></ul>
<b>T35 or F35</b>	Predominately affected in lower limbs, but some dysfunction throughout the body (i.e. lower limb function tends to be better than upper limb and trunk function)
<b>T36 or F36</b>	Predominately affected in upper limbs, but some dysfunction throughout the body (i.e. upper limb and trunk function tends to be better than lower limb function)
<b>T37 or F37</b>	Moderate to minimal hemiplegia (i.e. dysfunction on one side or the other)
<b>T38 or F38</b>	Relatively minimal dysfunction (i.e. relatively mild versions of T/F35, T/F36 or T/F37)
<b>Amputee and Les Autres (i.e. locomotor disorder) Classes</b>	
<b>T40 or F40</b>	Dwarves
<b>T41 or F41</b>	Double above knee amputee or physical disability resulting in similar movement pattern/s
<b>T42 or F42</b>	Single above knee amputee or
<b>T43 or F43</b>	Double below knee amputee or
<b>T44 or F44</b>	Single below knee amputee or

<b>T45 or F45</b>	Double above or below elbow amputee or		"
<b>T46 or F46</b>	Single above or below elbow amputee or		"
<b>Wheelchair Classes</b>			
<b>Note:</b> The following information refers to athletes with spinal cord dysfunction. However, athletes with other physical disabilities can be included in these classes (e.g. leg amputees, cerebral palsy, MS, etc)			
<b>T51</b>	Quadriplegia <ul style="list-style-type: none"> <li>• Shoulder function fair-good</li> <li>• Some biceps function, but no triceps</li> <li>• Rotate wrists up &amp; out, but not down &amp; in</li> <li>• No finger and thumb function</li> </ul>	<b>F51</b>	As for T51
<b>T52</b>	Quadriplegia <ul style="list-style-type: none"> <li>• Shoulder function good</li> <li>• Biceps function good</li> <li>• Tricep function varies between athletes from fair-good</li> <li>• Wrist function varies between athletes from fair-good</li> <li>• Finger and thumb function varies between athletes from fair-good</li> </ul>	<b>F52</b>	<ul style="list-style-type: none"> <li>• Shoulder function good</li> <li>• Biceps function good</li> <li>• Tricep function fair-good</li> <li>• Rotate wrists up &amp; out, but not down &amp; in</li> <li>• May have limited finger function</li> <li>• No thumb function</li> </ul>
		<b>F53</b>	<ul style="list-style-type: none"> <li>• Shoulder, biceps, triceps &amp; wrist function good</li> <li>• May have limited finger and thumb function</li> </ul>
<b>T53</b>	Paraplegia affecting lower limbs and trunk <ul style="list-style-type: none"> <li>• Shoulder, biceps, triceps, wrist &amp; finger function good</li> <li>• No functional use of back, abdominal and lower limb muscles</li> </ul>	<b>F54</b>	As for T53
<b>T54</b>	Paraplegia predominately affecting lower limbs <ul style="list-style-type: none"> <li>• Leg amputees usually compete in this class</li> </ul>	<b>F55</b>	<ul style="list-style-type: none"> <li>• Some functional use of abdominal muscles (i.e. can sit-up from prone)</li> <li>• Some lower back muscles allowing turning</li> <li>• Can raise knees</li> </ul>
		<b>F56</b>	<ul style="list-style-type: none"> <li>• Abdominal and lower back muscle function good</li> <li>• Can lift knees and squeeze knees together</li> <li>• Functional ability to straighten and bend knees varies between athletes from poor to fair</li> </ul>
		<b>F57</b>	<ul style="list-style-type: none"> <li>• Abdominal and lower back muscle function good</li> <li>• Can lift knees, squeeze knees together and spread knees apart</li> <li>• Functional ability to straighten and bend knees varies between athletes from fair to good</li> <li>• Ankle and toe function varies between athletes from poor to fair</li> <li>• Can usually weight bare and walk for short distances</li> </ul>