



2017 Marine Corps Trials Track Rules

TRACK - Disability/Classification Groups

- 1) Single below the knee amputees/double below the knee amputees
- 2) Single above the knee amputees/double above the knee amputees
- 3) Upper body amputees, permanent upper body limb dysfunction
- 4) Wheelchair racing participants
- 5) Visually Impaired (VI) (Visual acuity of 20/200 or greater, best corrected, and/or a visual field of less than 20 degrees in both eyes)
- 6) Open – No permanent physical disabilities (PTSD, TBI, Orthopedic injuries)

Track Events

In all races started in lanes, if there is the same number of or fewer entries than there are lanes (eight) on the track, the event shall be run as a final.

If an event category has more than eight participants, preliminary heats will be run to select finalist. The first place finisher in each preliminary heat shall automatically advance and the other qualifiers shall advance on the basis of time.

M & W Outdoor Track Events

100m
200m
400m
1500m

Outdoor Relay Distance

4x 100m

Relay teams will consist of four total athletes, with a maximum of two representatives from the open category and all others selected from the Track Disability Categories except wheelchair athletes. **If the composition of the relay team cannot be met with the listed requirements, it will be at the discretion of the meet manager as to who can enter.*

GENERAL EVENT RULES

Clothing and Bib Numbers:

Ambulatory

Competitors will wear a number on the both front and back of shirt. Local organizing committee will provide Numbers.

Wheelchair

Every competitor will be provided with one bib number to be worn visibly on the back of the competition wheelchair. Helmets are required in all races.

Assistance to Athletes:

Wheelchair athletes

Meet Director will determine which athletes are permitted escorts. An escort is someone who will be permitted to accompany competitors onto the competition area. Persons acting as escorts must be clearly identified by a distinctive vest. Escorts may assist the officials to ensure the athlete transfers safely to the throwing chair.

Strapping

If an athlete uses strapping it must only be to the chair and of non-elastic material.

Prosthetics

All leg amputees must use prosthetics for the track competition. No hopping is allowed.

Timing and Photo Finish:

Ambulatory

The time is taken at the moment the torso crosses the finish line (head, neck, arms or legs do not count).

Wheelchair

The time shall be taken to the moment at which the hub of the leading wheel of the competitor's chair reaches the vertical plane of the neared edge of the finish line.

Wheelchair Equipment Specifications

No part of the body of the chair may extend forwards beyond the hub of the front wheel and be wider than the inside of the hubs of the two rear wheels. The height from the ground to the main body of the chair shall be 50cm. Maximum diameter of the large wheel including the inflated tire shall not exceed 70cm and the small wheel cannot exceed 50cm. One plain round hand rim is allowed for each large wheel. No mechanical gears or levers shall be allowed. No mirrors are allowed. The athlete should be able to steer the front wheel both left and right. No part of the chair may protrude behind the vertical plane of the back edge of the rear tires.

100m & 200m Sprints Starting blocks:

Ambulatory

Starting blocks may be used, though any athletes do not require a four-point stance. An arm amputee or those with short arms may use pads on which to rest stumps at the start to improve balance. Pads must be completely behind the starting line and not interfere with any other athlete and should be the same color of the track or a neutral color.

Start Commands:

Ambulatory

Commands are —On Your Mark— athlete will enter into the blocks or assume a standing start position—hands and feet must be behind the line. —Set! athletes must be stationary (no movements) and then the firing of the gun.

Wheelchair

After the —On Your Mark command, an athlete shall approach the start line; assume a position entirely within his or her allocated lane and behind the start line. At the —Set command, an athlete should immediately take up the final position retaining the contact of the front wheel with the ground behind the line. The front wheel may be over the start line, but the contact of the front wheel with the ground is behind the line.

Compensator Setting

Prior to any race conducted on the curve, the athletes will need an opportunity to set their compensator to the curve of the track. This can be done prior to the start of the track-racing portion of the schedule or all wheelchair racers in an upcoming race have a five-minute window to get on to the track and set their compensator.

The Sprint Race:

In races conducted in lanes, athletes must remain in their lane or be disqualified. If an athlete is pushed or forced by another person to run outside his lane, and if no material advantage is gained, the athlete shall not be disqualified. The athlete that pushes or forces another person to run outside his lane may be disqualified.

1500 Race Start Commands:

The start commands will be —On Your Mark, the athlete must hold steady, and then the gun. The 1500 race uses a waterfall start and the athletes are allowed to cut in to the inside lanes as soon as there is a clear path so they do not impede another athlete. If an athlete impedes another athlete as he is cutting into the inside lane he can be disqualified from the race.

The 1500M Race:

Ambulatory

Any competing athlete, who jostles or obstructs another athlete, so as to impede his or her progress, will be subject to disqualification from that event.

Wheelchair

An athlete coming from behind in an attempt to overtake another competitor carries the responsibility of ensuring full clearance of the chair being overtaken before cutting across. The athlete being overtaken has the responsibility not to obstruct or impede the incoming athlete once the front wheel(s) of the athlete are in sight.