

EVENT COMBINATIONS

Think of the events in four categories:

- I. Straight Events – 40 & hurdles
- II. Circular Events – all races from 150 through the mile
- III. Field Events – Shot put & high jump
- IV. Relay

The limit is two events, choosing no more than one from any category (only exception is the rare high jump/shot put combo which is allowed.)

The relay may be added as a third event provided the athlete has not already competed in two events from categories I. & II (three running events is not allowed in any circumstance, nor are three individual events.) In other words, the only way an athlete may compete in three events is if one is the relay AND at least one other event is a field event.

EXAMPLES

LEGAL COMBOS

40, 150
hurdles, 440
high jump, mile, relay
shot put, 240, relay
shot put, high jump
1000

ILLEGAL COMBOS

40, hurdles (2 events from I)
mile, 1000 (2 events from II)
150, 240 (2 events from II)
600, 150 (2 events from II)
40, 150, relay (3 running events)
hurdles, 440, relay (3 running events)
shot put, 40, 240 (3 individual events)

Athletes competing in three individual events or three running events should be disqualified from all events. We prefer to not punish a kid for an adult's mistake, but we also cannot let illegally run performances count in the results or the rankings, as that would punish all other kids who are following the rules. If the error is not caught on meet day, it will be corrected in the stats.

When you get the league stats next week, overseeded performances will be marked "DQ" as with any other disqualification where the time is recorded.