

## Campus Race

### LAWS OF THE GAME

#### LOCATION

- Camperdown and Darlington Campus, The University of Sydney.

#### TEAM

- Maximum of TEN (10) students in a team at any one time.  
**(minimum of 5 students is required to form a team)**
- Each faculty/school can submit two (2) teams in the race. Team capacity must be maximised before the second team is formed/submitted. *Third team submission can be requested and subject to approval.*
- The event organiser reserves the right to adjust the team size when multiple teams are submitted for a faculty/school.
- Each team must nominate a team captain.
- Students are NOT allowed to switch teams within their faculty/school once the race commences.

#### EQUIPMENT AND ATTIRE

- BYO mobile phone (with sufficient battery) for photo-taking is required.
- Timestamp on team selfie is recommended.
- Map with Checkpoints and supplementary documents will be provided prior to the commencement of the race.
- Pre-run warm up is encouraged.
- Participants can leave their belongings in the changing room that is adjacent to the result gathering point prior to the race before approaching to their designated start location.
- Appropriate active wear is encouraged; team uniforms are not compulsory and same colour team shirts are recommended. Bibs may be provided.
- Sunscreen will be provided; BYO water bottle and sunscreen and sun protection attire are encouraged.

#### FORMAT/RULES

- Each team will have maximum SIXTY (60) minutes to complete the course **ON FOOT**.
- Each team will be allocated to their designated checkpoint and arrive prior to start time of race.
- Information of designated checkpoints will be sent to Sports Reps of each faculty/school for distribution.
- **Participants are highly encouraged to complete the race in the SAFEST MANNER. Participants are responsible for their own behaviour and any resulting consequences. Sydney Uni Sport and Fitness shall not be liable for any loss, damage or theft of personal belongings or any injury to the individual or others' reckless behaviour result from the event.**
- **The Race will start** at their designated check points for shot gun start **at noon** (12pm).
- All teams **MUST** complete their route according to increasing sequential order of checkpoints stated on the map and present results at Oval 1 Grandstand (e.g. #1 to #2 and complete the race at checkpoint #18; #5 to #6 and complete the race at checkpoint #4)
- Results will only be recognised when participating teams:
  - √ Complete the race as per sequential check point's order set by the map.
  - √ Take a team selfie with all team members in front of each checkpoint and include the whole required feature in pictures displayed in supplementary documents.
  - √ Show every selfie with all required features and team members in the photo album of team designated mobile phone in the correct order.
  - √ Report and show race officials all selfies and time as evidence at Oval 1 Grandstand.
- If multiple teams complete the whole course (i.e. go to all check points), the team with the shortest time/fastest speed will be the winner.
- One team participation point per team will be awarded.



- Results will NOT be recognised when:
  - ✗ Team selfies cannot be produced for result review.
  - ✗ Team selfies are not in the order of checkpoints.
  - ✗ A team did not start the race at their allocated checkpoint.
  - ✗ A team starts the race before midday.
  - ✗ A team did not arrive back to result gathering point (Oval 1 Grandstand) at the same time.
  - ✗ Team selfie(s) does/do not fulfill the requirement (e.g. did not include certain team member(s), did not show the whole required feature in the selfie)
  - ✗ A team is unable to complete the race within 60 minutes.
  - ✗ Team results are not reported to the registration desk/ race official / result gathering point.

#### **PARTICIPATION AND PLACING POINTS**

- Placing Points will be awarded to fastest team per result:
  - 1<sup>st</sup> = 10 pts
  - 2<sup>nd</sup> = 8 pts
  - 3<sup>rd</sup> = 6 pts
  - 4<sup>th</sup> = 4 pts
- In the event that one faculty receives more than one placing, the team (faculty/school) only receives its placing points for the highest place.

#### **Event Schedule**

##### *Prior to event:*

- Sports Reps will receive race information (i.e. allocated checkpoints) via email or Messenger around 10am on the Race Day.
  - Information will also publish in Interfaculty Sport's website.

*11:45am – 12pm:* teams gather at their allocated checkpoint and warm up.

**12pm: Race starts!**