一、 賽制

賽制為團體賽,以該隊首六名運動員合共得分最少之隊伍為勝。如每隊報 名人數或完成比賽之人數少於六人,則只計算個人成績。

二、 規則

除賽會特別訂明外,其他規則一律採用最新(該年度九月份)香港業餘田 徑總會及國際業餘田徑協會編訂之規則。

三、 計分辦法

- (a) 每隊可派十人出賽,但以該隊先到終點之六人計算其成績。
- (b) 計分方法:第一名一分,第二名二分,如此類推,以該隊首六名運動員 合共得分最少之隊伍為勝。
- (c) 每隊必須有六人完成比賽,才計算其隊際成績。
- (d) 如兩隊或以上積分相同時,以該隊首名及第六名運動員之名次最接近者 為勝。如仍相同時則以該隊伍首名運動員之名次較先者為勝。
- (e) 運動員二人或以上同時到達終點無法分判先後者,則以其績分之總和平 均計算。

四、報名

- (a) 各院校限報男、女子各一隊。
- (b) 每隊人數不得少於六人或超過十人。
- (c) 報名運動員可全部出賽, 但報名或完成比賽人數少於六人,則只計算個人成績。
- (d) 運動員出生日期: 1/1/88-31/12/99

五、 獎項

男子及女子團體賽設前四名獎勵。團體總成績則設前三名。

男子及女子個人賽均設前三名。

男子及女子個人冠軍當然為該年度之最有價值運動員(MVP)

六、 裁判

由賽會聘請裁判及安排大會工作人員擔任。

七、 棄權

- (a) 到達法定檢錄時間(以大會計時器為準),運動員未能完成檢錄手續者,判棄權論。
- (b) 比賽進行中之任何爭議,倘已明文規定者或有同等意義註明者,由裁 判判定,不得異議。比賽須繼續進行,如有運動員/隊伍放棄繼續比賽, 作棄權論。

八、 抗議及上訴

如有任何上訴須於比賽結果公佈後三十分鐘內,以書面由該院校董事局或 執委會成員簽署後連同保證金壹仟元正向大會提出。賽會須於接到上訴書

後三十分鐘內會同上訴委員會作出判決,此判決為最終判決,如上訴得直 保證金可獲發還。

九、天氣

舉行比賽當日如遇惡劣天氣,主委有權決定賽事應否依期舉行。

十、 附則

本章程如有未盡善之處,主辦單位得隨時修訂,並提交大專執委會通過後實施。

1. Competition System

Team game is adopted in the competition system. The total points score of the first six athletes of the team to win at least. If the enrollment or completions the race of the athletes are fewer than six, only the individual result is recognized.

2. Competition Rules

In addition to the race in particular stated, all other rules adopt the latest rules of (the year in September) Hong Kong Amateur Athletic Association and the International Amateur Athletic Association rules.

3. Point Scoring System

- (a) Each team may send 10 athletes to race, but only the first six athletes in completion race are being recognized its results.
- (b) Scoring: the first score 1 point, second place 2 points, and so on, the first six athletes of the team total score of the team to win at least.
- (c) Team results would be recognized only if six athletes of the team complete the race.
- (d) In case of tie, the teams score with an equal number of points. The closest between the athletes of first and sixth place determinates the winner. If it is still the same places, the first place of athlete of the teams determinates the winner.
- (e) Two or more athletes reach the finishing line at the same time; they are scored the number of points of its average.

4. Enrollment

- (a) Only one men's team and women's team from each institution.
- (b) The number of athletes in the team shall not be less than 6 and more than 10.
- (c) All registration athletes can race. If the enrollment or completions the race of the athletes are fewer than six, only the individual result is recognized.
- (d) Athlete Date of Birth: 1/1/88 31/12/99

5. Awards

- (a) The first 4 Men's Team and Women's Team are awarded while only the first 3 overall teams are awarded.
- (b) For individual awards, only the first 3 men athletes and women athletes are awarded.
- (c) The men's and women's individual champion are treated as the year of Most Valuable Player (MVP) of the event of Cross Country Race.

6. Referees

The organizer is responsible for hiring official umpire and referee even arranging official members.

7. Waiver

- (a) At the statutory time (subject to official timer), the teams are unable to report to marshal. The team is treated as waiver from the competition.
- (b) Any dispute in the race, if it has been expressly indicated or of equal importance, the judgment by the referee does not entertain any objections, and the game shall continue; but if players should abandon the race, the race will be considered as abstained on the spot.

8. Protests and Appeals

Appeals shall be made in written within 30 minutes after the results announcement. The writing has to be signed by the members of the Board of Directors, together with the deposit of HKD one thousand. Any appeal shall be sent to the Organizing Committee of the race, and the decision of the Appeals Board is final.

9. Adverse Weather

In case of inclement weather on the competition day, the organizer reserves the right to decide whether race should take place on time.

10. By-law

The regulations are subject to change by organizer. It may be submitted to the Executive Committee, USFHK for approval and implementation