



Division 2 Final

June 5th, 2021

**Hosted by Zeeland East High School
at Zeeland Stadium 9900 Riley Street, Zeeland, MI**

Pre-Meet Schedule Friday, June 4th

4:00-7:00pm Zeeland Stadium will be open for teams to inspect. The track will be available for workouts. Field events will be closed for practice but steps may be marked. Tents may also be set up. Vaulting poles can be inspected and stored overnight.

-Packet pickup will be in the south-west corner of the Zeeland Stadium parking lot. Enter off of 100th Avenue and packets will be at the tent. Packets may also be picked up Saturday morning.

-The coaches packet will have 3 wrist bands and one parking pass. If you have more than 3 coaches or more than one vehicle, you will have to pay for additional tickets.

-Souvenir shirts will also be for sale from 4-7pm on Friday.

General Information

Admission: Gates open at 8:00am on Saturday. There will be no passes and all tickets are to be purchased through GOFAN. The GOFAN ticket link can be found here:

<https://gofan.co/app/events/317994> All tickets will be \$8 plus the service fee (\$9.40 each).

****Tickets need to validated by gate workers on site for entrance****

Spectator Parking: \$3 per vehicle. See the attached map for designated parking areas around the Zeeland East and Zeeland West campus.

Programs: All programs will be posted on the MHSAA website. There will be no programs for purchase the day of the meet.

Stadium rules: Zeeland Stadium is an alcohol and tobacco free facility. All in attendance will be expected to follow these rules.

Concession and restrooms: Will be available at the visitors entrance and on the southeast corner of the stadium.

Coach Information:

Athletic Trainer: There will be an athletic trainer on site throughout the day. Ice and water will be provided.

Coaches: You must have your wristband on in order to enter the stadium. Wrist bands also gain you access to field event areas.

Field entrance: Only athletes in uniform are allowed on the infield. Coaches, you **MUST** remain in the stands or along the fencing for running events or in the designated areas for field events.

Locker room: There are no locker room facilities available - comes dressed for competition.

Results: Results will be posted online at: <https://live.michianatiming.com/>

Team parking: Vans, cars and smaller vehicles will park in the lot to the East (visitor lot) of the stadium. Any busses, RV's or other large vehicles park at Zeeland East. Parking passes must be visible in the front windshield.

Team tents: Tents are allowed along the fence on the south end of the stadium, along the visitor side of the track, and along the fencing by the pole vault area.

See attached diagram. Yellow Lines represent where tents can be set up.

Advancing to Finals: The formula for advancing from semifinals to the finals will be each heat winner and then the next fastest times as needed to fill the final heat.

Specific Track Information:

Awards: Medals for the first 8 places. Trophies will be awarded to the champion and runner-up at the conclusion of the meet.

Batons: Teams will be responsible for furnishing their own batons.

Call System: To keep the meet running smoothly and efficiently the announcer will use the following system: First call, second call, and third/final call. Athletes that have not reported to the clerk of the course or field event supervisor by the third and final call will be scratched from that event and it will count toward their four events.

Checking in: All athletes must check in with the clerk of the course in the designated staging area after the 1st call and prior to the final call for that event.

Entries: A list of entries may be located on the MHSAA website at www.mhsaa.com on the Tuesday following the Regional meet. If you find any errors, or if one of your athletes has been omitted, please call the meet manager by Friday, May 28th. Known scratches should be made via on the following document: [Scratch Document](#) after the Regional Meet so heat sizes can be planned. You are asked to declare all four relay athletes expected to compete by Friday, May 28th. This will NOT prohibit day of substitutions for other eligible athletes.

Field Events: The high jump, shot put and pole vault pit is located at the south end of the stadium. The disc is located on the east side of the stadium.. Only chalk may be used to mark starts/takeoffs for the high jump, long jump and pole vault areas.

Relay Cards: Relay athletes will be pre-declared via athletic.net. Relay cards will only be used for substitutions on the day of the meet. You need to only list the substituted athlete.

Scratches: 9:00am for the morning events and Noon for the afternoon events. All scratches are to be written on the official scratch sheet provided at the scorer's table. Scratches must be turned in on time and if you know prior to Saturday, please let the tournament manager know.

Spikes: ¼in. spikes only

Starting blocks will be provided. If you bring your own blocks, they must be approved by the meet manager or meet referee. You are responsible for your blocks.

Scoring: 10-8-6-5-4-3-2-1 in all events.

Uniform Rule: The uniform rule will be strictly enforced-please review this rule with your athletes. **This is your warning for all uniform violations.**

A single manufacturer's logo/trademark/reference, no more than 2 1/4 square inches (only one visible manufacturer's logo/trademark/reference may be on any visible undergarment.

Additionally, the only head attire that may be worn during competition is a knit stocking cap, sweatband, ski band, the hood of a one piece suit or undergarment. All must be unadorned single color cloth except for a manufacturers/school logo no more than 2 1/4 square inches. No color restrictions.

Participating Team Information:

Please read over the information found in the Participating Team Information on the MHSAA Website. The following are specific points of emphasis:

1. All shots and discs must be weighed and marked approved before they can be used. Illegal equipment will be held until the end of the day. Weigh in will take place behind the south east concession stand-closest to the pole vault area.
2. Starting heights and raises for high jump: The five alive concept will be used until 9 or fewer competitors are at a given height. When 9 or fewer competitors are reached, the bar is to be raised one inch only for each successive jump.

	Starting:	1st raise:	2nd raise:	3rd raise:
Girls	4'11"	5'2"	5'4"	5'6"
Boys	5'11"	6'2"	6'4"	6'6"

Starting heights and raises for pole vault: The five alive concept will be used until 9 or fewer competitors are at a given height. When 9 or fewer competitors are reached, the bar is to be raised in three inch increments.

	Starting:	1st raise:	2nd raise:	3rd raise:
Girls	8'9"	9'3"	9'9"	10'3"
Boys	11'10"	12'4"	12'10"	13'4"

3. Girls events will be run first.
4. 3200 Meter Relay one section if 13 or less relay; two sections if 14 or more with 12 in the fast heat
5. 800m Run One section if 20 or less runners; two sections if more than 20 runners with 16 in the fast heat (if 8 lanes). If after scratches there remain 21 – 24 competitors there would be a fast heat of the best 12 plus ties. If there are 25 or more competitors, a fast heat of 16 plus ties will be conducted.
6. 1600m One section if 24 or less runners; two sections if more than 24 runners with 16 competitors in the fast heat
7. One heat of the 3200m Run for each gender.
8. For the 800m, 1600m, 3200m and 3200 Relay **Waterfall starts**
If there are 20 competitors/teams, seeds 1-6 will be placed on the upper waterfall and seeds 7 – 20 will start on the lower waterfall. With 18 competitors/teams place 1 - 6 seeds on the upper waterfall and 7 – 18 seeds on the lower waterfall.

9. Open pit will be used in the long jump for pre-lims AND finals. Top 9 advance to finals for three additional jumps.
10. Shot Put and Disc will be conducted in flights (size depends on the number of throwers). Throwers will get a minimum of 4 throws or maximum of 15min. warm uptime. They will be arranged in reverse order.
11. Time limits for all field events will be enforced. If an athlete must leave a field event for another event, he/she MUST inform the event judge of the situation and return to their field event no longer than 10 minutes after the completion of the previous event.
12. VIDEO: Athletes may view videos of their competition but not during their competition. No electrical outlets will be provided.
13. The stadium will be open from 4:00pm-7:00pm on Friday, June 4th for team inspection. The field event venues will be closed. You may mark your steps but the event will remain closed. Please use chalk to mark steps - no tape! Poles can be inspected and stored overnight if so desired.
14. Finishlynx system will be used by Michiana Timing for the finish line.

Meet manager: Josh Glerum - Zeeland East Athletic Director - 616-748-3124

2021 Division 2 Final Meet - Time Schedule

8:00am	Gates Open Weigh in of shots and discs Pole Inspection
9:00am	Morning Scratches Due
9:30am	Boys/Girls Pole Vault High Jump Long Jump (Open Pit: 9:30am-10:45am) Boys Discus Girls Shot Put
9:55am	National Anthem
10:00am	3200M Relay Semi Finals: 100M/110-100M Hurdles/200M
11:30am	Girls/Boys Long Jump Finals - Open Pit
11:30am	Afternoon Weigh-In (Shots and Discs)
12:00pm	Afternoon scratches due
12:15pm	Boys Shot Put Girls Discus
12:55pm	National Anthem
1:00pm	Running Finals **Finals will begin 1 hour after the completion of the last semifinal race, but not before 1:00pm**
4:45pm	Awards presentation (approximate time)

2021 MHSAA LP DIVISION 2 TRACK AND FIELD MAP



Yellow lines = team tent areas

- 1. Entrances**
- 2. Shot Put**
- 3. Pole vault**
- 4. Long Jump**
- 5. Disc**
- 6. High Jump**

2021 MHSAA LP DIVISION 2 PARKING MAP



Stadium Address: 9900 Riley Street, Zeeland, MI 49464

Parking reminders:

- Parking is \$3/vehicle.**
- Areas in yellow are spectator parking**
- The parking lot in red is for coaches that have been given a parking pass**
 - Entrance for the coaches lot is off of Riley Street**
- Bus parking is at Zeeland East High School. See the two starred areas on the map.**