

2023 University of Auckland Metrogaine Rules

The race organisers (University of Auckland Sport & Recreation) assume all race participants have read and understand the following rules and regulations.

General Race Rules

1. Failure to adhere to the rules may result in automatic disqualification subject to the event organiser's discretion.
2. Teams entering the event must have minimum of 2 maximum of 4 competitors to register.
 - 2.1. You cannot run as an individual.
3. Each team must have only one Maprun6 app for scoring.
4. Only Current University of Auckland Students and Staff are eligible to register for the University of Auckland Metrogaine event.
5. All competitors in a team must race in the team they have registered with.
6. Competitors shall travel only on foot.
7. The 2-hour event shall end precisely 2 hours after the actual starting time as defined by the Maprunners clock.
8. The 1-hour event shall end precisely 1 hour after the actual starting time as defined by the Maprunners clock.
9. Members of a team must always remain within unaided verbal contact of one another whilst on the course. A team shall demonstrate compliance with this requirement to any event official or other team on request.
10. All team members shall simultaneously approach each checkpoint for which points are claimed.
11. Competitors shall not adversely interfere with a checkpoint, any other facility placed upon the course by the organisers, or the equipment of any other team.
12. A team shall only be deemed finish when all of the members report together to the designated finish area at the University's Grafton campus at 85 Park Road. The team must check in at the finish to confirm their finish.

Scoring

- 13. Race Goal – to collect as many points as possible by visiting checkpoints in the allocated time.**
14. In order to gain points for a checkpoint, teams must find the location marked on the map using the Maprun6 app.
15. The checkpoint on the Maprun6 app will go green and sound/vibrate an alert when this has happened.
16. The checkpoints 100, 102, and 103 have activities with them to get the full points. Do not leave the checkpoint without doing the activity even if the checkpoint has turned green.
17. A team's score shall be the total value of the checkpoints visited and correctly verified in accordance with these rules, less any penalties.
18. Teams finishing late will be penalised at 30 points per minute or part minute.
19. Teams finishing more than thirty minutes late shall be deemed ineligible for a placing and their result shall be recorded as LATE.
20. The team with the greatest score – or in the event of a tie the team that finished earlier – shall be awarded the higher placing.

Scoring Misconduct

21. During the event, participants will use ONE mobile phone with the event App
22. Teams **must physically be at the checkpoint and hear/receive the vibration alert of a GPS "check off" into that control for that control to be scored as valid. The control will go green once this has occurred. If the control does not go green then the checkpoint has not been checked off.**
23. The following tactics are considered forms of 'cheating' as they contradict the race rules. If it is proven a team has employed one or more of these tactics, they will be automatically disqualified:
 - 23.1. Using any form of transport other than running/walking.
 - 23.2. Interfering with other teams during the race

Participant Conduct

24. All competitors must adhere to any Health and Safety requirements set out by the race organisers.
25. If any competitor acts in a manner or does anything which risks the safety of others in the course of the race, the event organiser has the right to withdraw that competitor's whole team.
26. If any competitor or team displays unsportsmanlike behaviour, the event organiser has the right to withdraw the offending competitor's team.
27. For teams to win the 'best dressed' award, all team members must be involved.
28. All competitors must inform event organisers of any medical conditions that might for any reason cause concern during the day.
29. Competitors accept all the risks of injury or damage to property and other miscellaneous injury that may arise from their participation in the event.
30. All competitors are considered to have signed a waiver form on acceptance of terms and conditions.
31. All competitors must always abide by the [New Zealand pedestrian laws](#) during the course of the event.
32. The race organisers have the final decision on any dispute that may arise.