

NATE Official Regulations

www.nationaltreibball.com

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NATE Overview

Vision Statement

NATE promotes treibball as a fun, safe, and challenging sport for all dogs and handlers, and endorses dog-friendly training techniques that support the best qualities of the human-canine relationship.

Mission Statement

The mission of the National Association of Treibball Enthusiasts is to promote worldwide participation in the sport of treibball by:

- educating the public about training and competition for the sport of treibball.
- establishing competition rules and game standards that are inclusive of all dogs of any breed, size, or age, and suitable to both indoor and outdoor spaces.
- providing varying levels of competition to encourage beginners and challenge experienced teams.
- endorsing and encouraging force-free, creative training techniques that support participation by dogs and handlers at every skill level.

Chapter 1: Trials and Matches

Section 1. Treibball Defined.

The objective of treibball is for the dog and handler to operate as a team and for the dog to drive balls from a distance into a goal or complete other ball driving challenges within the designated course time.

Section 2. Fun Matches.

A fun match is an informal match held by any individual or organization who would like to practice treibball as played by NATE rules. It is not sanctioned by NATE; therefore, no titles are awarded. Handlers and dogs do not need to be registered with NATE to participate in a fun match. Fun matches may be videoed and used to demonstrate the grounds and capabilities of potential hosts of sanctioned matches.

Section 3. Sanctioned Matches.

The purpose of a sanctioned match is to provide the opportunity for handlers and their dogs to gain competition experience in a trial-like setting. Sanctioned matches offer potential trial hosts, judges, and stewards experience needed to offer NATE sanctioned trial events. No credit is given towards titling at the match.

Any individual or organization may host a sanctioned match. Hosting a NATE sanctioned match is a prerequisite for hosting a NATE trial. Handlers and dogs do not need to be registered with NATE to participate in a sanctioned match.

Guidelines for hosting a NATE sanctioned match are as follows:

- Any individual or organization may apply to host a sanctioned match by submitting an application and the associated fee. One application fee will cover all matches offered on one day or consecutive days if they are listed on the same application.
- All NATE rules and regulations will apply. Sanction by NATE obligates the host to ensure compliance with the rules and guidelines as written.
- Dog/handler teams may be scored and given placements.
- Runs at the match will not count towards titling requirements at the match. However, NATE members may video their NATE registered dogs to submit for titling through the video titling program.
- Entry fees and premiums are optional and may be determined by the match host.
- Approved matches will be publicized on the NATE website and Facebook page.
- The match team will include:
 - Match chairperson: The person responsible for maintaining the trial site in accordance with NATE rules, and staffing the trial. The match chairperson will make sure a hard copy of the NATE Handbook is available at the trial.
 - Match secretary: The person responsible for the match premium, setting up trial running orders, and recording the results.
 - Match judge: The person responsible for evaluating team runs and providing feedback. Any NATE member in good standing with a full understanding of NATE rules and protocols may act as a judge for a sanctioned match.
 - Staff: Helpers who report to the match chairperson and who assist with the functions of the trial. Positions may include desk stewards, timer, ball setters, and gate stewards.

Section 4. Trials.

The purpose of a NATE-sanctioned trial is to provide handlers the opportunity to compete against one another for placements and earn qualifying runs and titles. Handlers and dogs must be registered with NATE to participate in a trial.

Any individual or organization may apply to host a NATE-sanctioned trial after hosting at least one NATE-sanctioned match.

The first time a site is to be used for a trial, the site must be approved. The trial host must submit a Host Trial Site Approval form to NATE, along with videos of the proposed trial site with dogs running a course on each level. NATE must approve the site before the official trial application may be submitted.

After the host trial site has been approved, the trial host may submit a Sanctioned Trial Application form and application fee to NATE. Once the trial has been approved, the trial secretary must send a complete premium to the NATE office for posting on NATE website. Trial advertising is the responsibility of the trial host.

Section 5. Trial Forms and Procedures.

All trial forms and samples listed below can be viewed and downloaded from the NATE website, www.nationaltreibball.com.

- Host Trial Site Approval: The trial host must submit a trial site approval application the first time a location is used for a trial. The location must be approved prior to submitting a trial application.
- Sanction Trial Application: The trial host must submit a trial application to NATE at least 90 days prior to the event date.
- Judge Contract: The trial host is responsible for hiring a NATE approved judge for the event. A sample judge contract can be found on the NATE website. A list of approved judges may be obtained via email at cs@nationaltreibball.com.
- Trial Premium: The trial secretary is responsible for creating and advertising the trial premium. NATE will post upcoming events on the NATE website and make links available to the trial secretary of each event.
- Dog Registration Numbers: Only dogs with valid NATE registration numbers are eligible to enter sanctioned NATE trials. Handlers are responsible for registering their dogs and entering their dogs' registration numbers on the entry forms. The online procedure to register dogs should be included on the premium.
- Trial Paperwork: The trial host must submit trial score recap sheets and post-trial summary sheets to the NATE office within 10 business days after the trial.
- Ribbons: The trial host will provide qualifying 1st through 4th placement ribbons for the A, B, and Veteran divisions (as described in Chapter 4, Section 3). The NATE logo must be included on all ribbons. The trial host may offer additional prizes or awards at their discretion.

Section 6. Trial Host Responsibilities.

- The trial host agrees to run the trial under the rules and regulations of NATE in a professional and safe manner. Trial host agrees to submit trial paperwork on time and on the official NATE forms.
- The trial host agrees to provide a clear, clean field of play with appropriate boundaries and a safe playing surface free of debris, feces, and other hazards to handlers or dogs.
- The trial host will provide enough balls for the trial entries for each level offered, plus at least two extra of each size in case of ball damage. The trial host will also provide a goal box, timers, and any other equipment necessary to keep the trial running smoothly.

- The trial host will provide adequate staff to run the trial and keep the trial running smoothly, including:
 - o Trial chairperson: The person responsible for maintaining the trial site in accordance with NATE rules, and staffing the trial. The trial chairperson will make sure a hard copy of the NATE Handbook is available at the trial.
 - o Trial secretary: The person responsible for the match premium, setting up trial running orders, and recording the results.
 - o Official NATE Judge: Sanctioned under the NATE requirements.
 - o Timer: Required to record the start and end times of runs.
 - o Scoring Steward: Responsible for adding and verifying scores on the score sheet and recording adjustments to time for final score.
 - o Gate Steward: Responsible for keeping the handlers aware of running order and managing the flow of teams onto the playing field.
 - o Field Steward/Ball Setter(s): Responsible for setting the balls up for play, removing balls not in play, and resetting the field.
- All rulings of the judge are final. The trial host does not have the authority to change or alter those rulings.
- The trial host agrees to provide a safe venue for the trial, courteous staff, and a friendly, professional environment for the handlers.
- The trial host will not delay judging to accommodate late or absent handlers.
- Trial hosts will either provide adequate crating or will state in the premium that there will be limited or no crating space available.
- Trial hosts are not required to provide food or water.

Section 7. Trial Premiums and Entries.

The trial host will make a premium available with pertinent information and an entry form. Entries and fees are submitted directly to the trial secretary designated in the premium. Any questions regarding the trial should be submitted to the person(s) designated in the premium. Trial hosts may not accept entries that do not include a valid NATE member number and valid dog registration numbers.

The trial host will provide confirmation of entry to the handler after the trial closing date. The confirmation will include a schedule, handler and dog registration number, briefing times, and any other pertinent information. Handlers will be notified of missing or incomplete information. An incomplete entry is not a valid entry.

Trial hosts are not required to refund entry fees if the trial cannot open or be completed by reasons of riots, civil disturbances, fire, acts of God (including but not limited to weather conditions such as thunderstorms, snowstorms, heavy rain, severe cold, severe heat), public emergency, act of a public enemy, strike, or any other cause beyond the control of the organizers.

Chapter 2 Video Titling

Section 1. General Guidelines.

NATE offers the opportunity for NATE members to earn titles for their registered dogs through video submission.

The online Video Submission form is available on the NATE website, www.nationaltreibball.com. The completed form must include links to YouTube or Vimeo videos, and a submission fee must be paid. YouTube or Vimeo videos must be marked as Public or Unlisted, not Private. Videos marked as Private will not be accepted for review. E-mailed video attachments will not be accepted or reviewed.

The original video of the run must not be edited. Edited videos will be disqualified, and no refund or credit will be given. The video must include its original soundtrack, which may not be dubbed or replaced with music or narration.

If video requirements are not met in part or whole, the video submission will not be accepted for scoring and the run(s) must be re-taped and resubmitted. A resubmission fee will be charged for resubmissions. No refunds or credits are given for videos not meeting video submission guidelines or for Non-Qualifying or Disqualified runs.

Sample videos are available on the website.

Section 2. Field Overview Video Rules.

The *playing field* is defined as the area designated for the run.

A video overview of the playing field layout with field markings must be provided, either as a separate video or combined and included in the video with the run(s). When they are combined, the field overview should have a title page or caption with the location name and film date and be shown prior to the start of the runs. When separate, the name of the YouTube or Vimeo field overview video must include the location name and date filmed. The same playing field layout video can be used for multiple run submissions over time if the field does not change.

The video must show the entire playing field for the level at which the dog is entered. The video may also pan the field for closer views of the field detail.

The playing field or surface must be clearly marked in a way that is visible on the video. Field markings must include field boundaries, the handler area, the goal area, the goal line, and field distances from goal line. Boundaries and distances should be clearly marked for the judge's reference. Use of cones, signs, flags, ring gates, or lines drawn or marked with tape or chalk are all acceptable. Field dimensions can be shown by signage or given in the verbal description.

Section 3. Titling Run Video Rules.

It is recommended that the YouTube or Vimeo video name include the filming date, handler first and last name, dog call name, height class, game, game level, and run number.

Handlers and dogs must always be seen in the video during the run. The video and lighting must be of sufficient quality to clearly see handler, dog, field markings, and the entire run without obstruction. For runs recorded

outdoors, the video should be taken with the sun to the videographer's back. The camera should be stationary and set up for the best angle for the judge's view. A camera position on the side of the field 10 feet beyond the point ball distance is preferred.

A helper or the handler *may* make the trial game calls such as:

- "Go When Ready" (by the helper) or "We are Ready" (by the handler) when the handler and dog are in start position in the goal or handler area before the leash is removed.
- "Time" once the dog is in the down position within the handler or goal area after all the balls are in the goal area.
- Any other calls as required by games.

Video recording should begin with the team standing just outside the playing field. The video should include the team entering the field before the start of the run and exiting the field after the run completion. Video recording should continue until the team is completely off the playing field. The dog must be on leash while entering and exiting the field.

Multiple runs of the same dog and handler team at the same level may be combined in one video, but no editing is allowed once an individual run has started. Each trial run must be labeled with a title page or caption noting the run number prior to the start of the run.

Section 4. Video Titling Field Modifications.

For individuals without access to a standard field, NATE offers pop-up fields for video titling. Pop-up fields can be set up in a larger training field, an open space, or at a school or park. These modifications are **ONLY** for video titling. They will not apply to live competition.

- The field is not required to have solid fences on all four sides.
- The goal must still have a solid back and sides.
- The handler area still needs to be clearly shown with lines or cones.
- A fence or wall is best for the goal side of the field, unless the dog reliably steers the ball into the goal.
- Field boundaries should be marked with cones or other objects.
- In Pre-Novice, Novice, and all Veteran levels, the field may be 50' L X 35' W or larger, up to the standard size of 75' L X 50' W.
- Intermediate through Expert must have a field that is 75' L X 50' W.
- Neither the ball nor the dog may travel outside of the boundaries during the run.

Chapter 3 Handler and Dog Eligibility and Conduct

Section 1. Handler Eligibility.

NATE titling events and video titling are open to NATE members in good standing. For fun matches or NATE sanctioned matches, the handler does not need to be registered with NATE. To protect the integrity of the sport, competitors may not enter any class held for title under a judge who resides in the same household.

Section 2. NATE Regulations and Local Laws.

All persons enrolling in competition or serving in official capacity at NATE events agree to comply with all aspects of NATE regulations and to recognize and accept the decisions rendered through due process of disciplinary rules of action without recourse. These regulations for due process are intended to facilitate a reasonable and expedient resolution of disputes and governance of the sport and are not intended to violate any law in any geographic jurisdiction. Should it be determined that some portion of these regulations are not permissible in the local jurisdiction, these regulations shall be modified to conform to local law.

Section 3. Handler Conduct.

It is expected that all trial officials and handlers will follow the rule of Good Sportsmanship. Handlers conduct and consequences for misconduct are outlined below:

- Upon entering a trial, handlers agree to abide by the trial host's rules.
- Threatening or inappropriate behavior is unacceptable on trial grounds and on the field of play. This behavior may include (but is not limited to) shouting, foul language, and argumentative or unsportsmanlike behavior.
- Any trial host excusing a handler from a trial site must file a report to the NATE office within 10 days of the trial date.
- Two complaints confirmed and processed through review will result in suspension of the handler from participating in events for two (2) years.
- The judge may excuse any handler for misconduct during play of game or on trial site for delivering harsh corrections. A run will be scored as non-qualifying if the handler is excused for misconduct. Harsh corrections include yelling, physical corrections, or intimidating treatment of the dog during play or while on the trial grounds.

Section 4. Handler Inquiries.

Handlers may contact the NATE office for questions regarding their trial records, change of address, registration, or other questions regarding NATE trials or records. Administrative inquiries are available by email to members@nationaltreibball.com.

Section 5. Handler Grievances.

Handlers may submit grievances in writing to the trial host. The trial host will submit the grievance with the Post Trial Summary report. Handlers may also submit grievances by email to cvs@nationaltreibball.com within 10 days of the trial date.

Section 6. Performance Modification Request.

If a dog's or handler's disabilities limit the team from performing the game as described, the handler shall provide the judge with a Performance Modification form. (Forms are provided by the trial host and available on

the NATE website, www.nationaltreibball.com.) This form shall include a written description of how the handler intends to perform any part of the game that must be modified to accommodate the dog's or handler's particular disability. The form must be submitted prior to the start of the class, and must approximate, as closely as possible, the original game as explained in the NATE rules. Approval of the performance modification is at the discretion of the judge. If the judge approves the modification(s), the judge will initial and attach the Performance Modification form to the team's score sheet. Handlers may speak with the specific judge under whom they will trial for any judging-related questions. Handlers are welcome to email the officiating judge in advance of a trial for any specific questions regarding modification requests.

In a performance modification, all elements of the game must be included, with no omissions, including start area position, send to balls, and push balls to goal within the assigned course time.

An example of an appropriate performance modification request would be for a handler who cannot stand but must remain seated within the goal or handler area, requiring a chair or wheelchair. Examples of inappropriate performance modification requests are to request additional time to complete the course or modify the placement of the balls to decrease distance for an older dog that moves slowly. There is a Veteran division with modifications for older dogs.

All NATE treibball teams, including teams requesting performance modifications, will be judged in accordance with the current rules and guidelines. Judging guidelines may not be modified, and a modification must not be a request for leniency in the judging.

Section 7. Eligibility of Dogs.

Handlers may compete with any dog, purebred or mixed breed, over twelve (12) months of age, subject to the limitations stated below. The dog must be registered with NATE and run by the registered handler for sanctioned trials and video titling. The dog does not need to be registered with NATE for fun matches or NATE sanctioned matches (non-titling events). A handler may enter a dog only in a class for which they are eligible for competition.

To protect the welfare of dogs and the quality of any NATE sanctioned event, dogs having the following conditions shall not be permitted to compete for as long as the condition exists:

- Dogs may not compete that are younger than twelve (12) months of age.
- Dogs may not compete that have or exhibit a deformity that puts them at risk for injury by performance, injury, illness, lameness, stitches, bandages, or otherwise deemed unfit for play by the trial officials. A veterinary contact will be made available in all premiums in case of injury at the trial.
- Dogs may not compete that demonstrate signs of aggression, are shut down (unable to work), or exhibit extreme stress, as determined by the judge or a trial official.
- Females in season are not permitted to compete and are not allowed on trial grounds. Notice of withdrawal for this reason must be received before the official start time of the trial to receive a refund. The Trial Host may retain a portion of the entry fee as a processing fee. The refund percentage must be stated in the trial premium.
- Dogs found to meet any of the foregoing conditions after entry at a trial or event shall be immediately dismissed from the event. Problems relating to aggression shall be handled as described under Aggressive Dog Behavior.

Section 8. Aggressive Dog Behavior.

The general safety of handlers, trial officials, and spectators is a priority at NATE events. To protect all dogs and humans from injury, the following actions will happen immediately on trial sites:

- Any dog displaying aggressive or threatening behavior towards people or other dogs during play, in the opinion of the officiating judge or trial host, will receive a non-qualifying score and will be excused from play.
- Any dog displaying aggressive behavior on trial grounds, in the opinion of the trial officials or trial host, will be asked to be contained safely. If that is not possible, the handler will be asked to remove the offending dog from the trial site.
- Entry fees will not be refunded for dogs excused from the trial due to aggressive behavior.

Section 9. Ball Damage.

Trial hosts will have at least two extra balls per class in case of breakage to prevent delay of the trial due to equipment failure.

If a handler's dog damages a ball, the handler must pay a standard replacement fee for that ball by end of trial or forfeit future trial entries by suspension. A record of suspended registration numbers will be kept by the NATE Office for access when entering qualifying runs. A suspended registration number will be reinstated once ball damage fees are paid.

Chapter 4: Game Levels, Titles, Divisions, and Height Classes

Section 1. Game Levels.

Each treibball game will have four levels: Novice, Intermediate, Advanced, and Expert. Some games may also have a Pre-Novice level. A dog may be started at either Pre-Novice or Novice level in games with the Pre-Novice level.

Section 2. Titles.

Dogs may earn qualifying legs and titles through NATE sanctioned trials and video titling.

The NATE Treibball Enthusiast (TE) title is earned with 3 qualifying runs at a level in a game. A dog is eligible to compete at the next higher level in the game after earning a level title.

LEVEL	STANDARD GAME	BALLS N ORDER GAME
Pre-Novice	TE-PN	-
Novice	TE-N	TE-NBO
Intermediate	TE-I	TE-IBO
Advanced	TE-A	TE-ABO
Expert	TE-E	TE-EBO

The NATE Outstanding Treibball Enthusiast (OTE) level title is earned with an additional 10 qualifying runs at a level in a game. Teams may work toward an OTE level title after the TE title for that level has been earned. The Pre-Novice level does not have an OTE title.

LEVEL	STANDARD GAME	BALLS N ORDER GAME
Novice	OTE-N	OTE-NBO
Intermediate	OTE-I	OTE-IBO
Advanced	OTE-A	OTE-ABO
Expert	OTE-E	OTE-EBO

Dogs who have earned a TE title in one level may move to the next level to compete for that TE title while continuing to work in the next lower level for their OTE title. Once an Outstanding Level Title has been earned in a level, Novice through Advanced, the dog is considered to have completed that level and may not continue to compete at that level.

Section 3. Divisions.

Each game level will have three divisions: A, B, and Veteran.

The A division is for dogs who have not earned a title at that level.

The B division is for dogs that have earned a Treibball Enthusiast title and are continuing to compete towards the Outstanding Treibball Enthusiast title in that level.

The Veteran division is for dogs 8 years and older. This division is optional; handlers are not required to move dogs to the division when they turn 8 years old. A dog that has already begun competition may enter the Veteran division at the current level or return to a lower level in each game. Once the dog earns a qualifying score at a specific level in the Veteran division, it may not be moved to a lower level in that game. Point ball distance, additional game time, and any other modifications are specified by game.

All divisions of a level are run together in a trial. Placements in each class height will be awarded separately for A, B, and Veteran divisions.

Section 4. Height Classes.

There are 6 height classes in each division based upon dog height and ball size.

- A dog's height is determined by its height at the withers.
- Handlers are expected to provide accurate information regarding their dog's height at the withers at the time of registration.
- Balls should be at least the same height as the dog's height at the withers and may exceed the dog's head height.
- Once a height class is chosen, handlers cannot switch height classes without re-registering the dog into the new height class. Dogs may not be registered in two different height classes at any one trial.
- The judge may measure the dog to determine if the dog is in the correct height class. If the trial host's ball size is lower than the dog's height at the withers, the judge may move the dog to the next larger class. There will be no other switching of height classes at events.
- Wickets can be used to measure a dog to determine which height category is appropriate for the dog. See Appendix A for a description of wickets.
- Titles and qualifying runs may be transferred between height classes.

HEIGHT CLASS	DOG HEIGHT
Mini	9" (22.5 cm) & under
X-Small	Over 9" (22.9 cm) up to 14" (35.5 cm)
Small	Over 14" (35.5 cm) up to 18" (45.7cm)
Medium	Over 18" (45.7 cm) up to 22" (55.8 cm)
Large	Over 22" (55.8 cm) up to 26" (66 cm)
X-Large	Over 26" (66 cm)

Chapter 5: General Field, Trial, and Equipment Requirements

Section 1. Trial Site Defined.

The trial site will include the field of play, warm-up area, on-deck area, elimination area(s), crating area(s), and parking.

Section 2. Surface and Location.

The field of play may be indoors or outdoors. The playing surface should be level and made of grass, soccer turf, matting, dirt, dirt/sand mix, or other suitable material. Obstructions in the field should not make the game play easier.

Section 3. Warm-up Area.

The trial host shall provide a warm-up area no smaller than 10' X 20' that contains one ball of each size. The judge may limit the number of balls permitted and the use of training aids in the warm-up area. Handlers must be considerate of other teams waiting to use the warm-up area and limit their time accordingly.

Section 4. On-Deck Area.

There must be at least a 6' separation between the on-deck area and the playing field boundary. The handler and dog on-deck should be ready to enter the field when signaled.

Section 5. Ball Corral.

A ball corral area shall be placed conveniently near the competition field. The corral should be large enough to hold all the balls necessary for the trial. Any boundaries shared with the playing field shall be constructed to remove visual distraction to the dogs of balls not in play.

Section 6. Field Boundaries.

The playing field shall have gates, snow fencing, or other fencing or walls to mark the boundaries, allow for play off the boundaries, and keep the playing dog safe. This barrier must be secure enough that a ball will not knock it down. Walls are acceptable as field boundaries. Balls may be played off walls or secure fencing.

Section 7. Field Size.

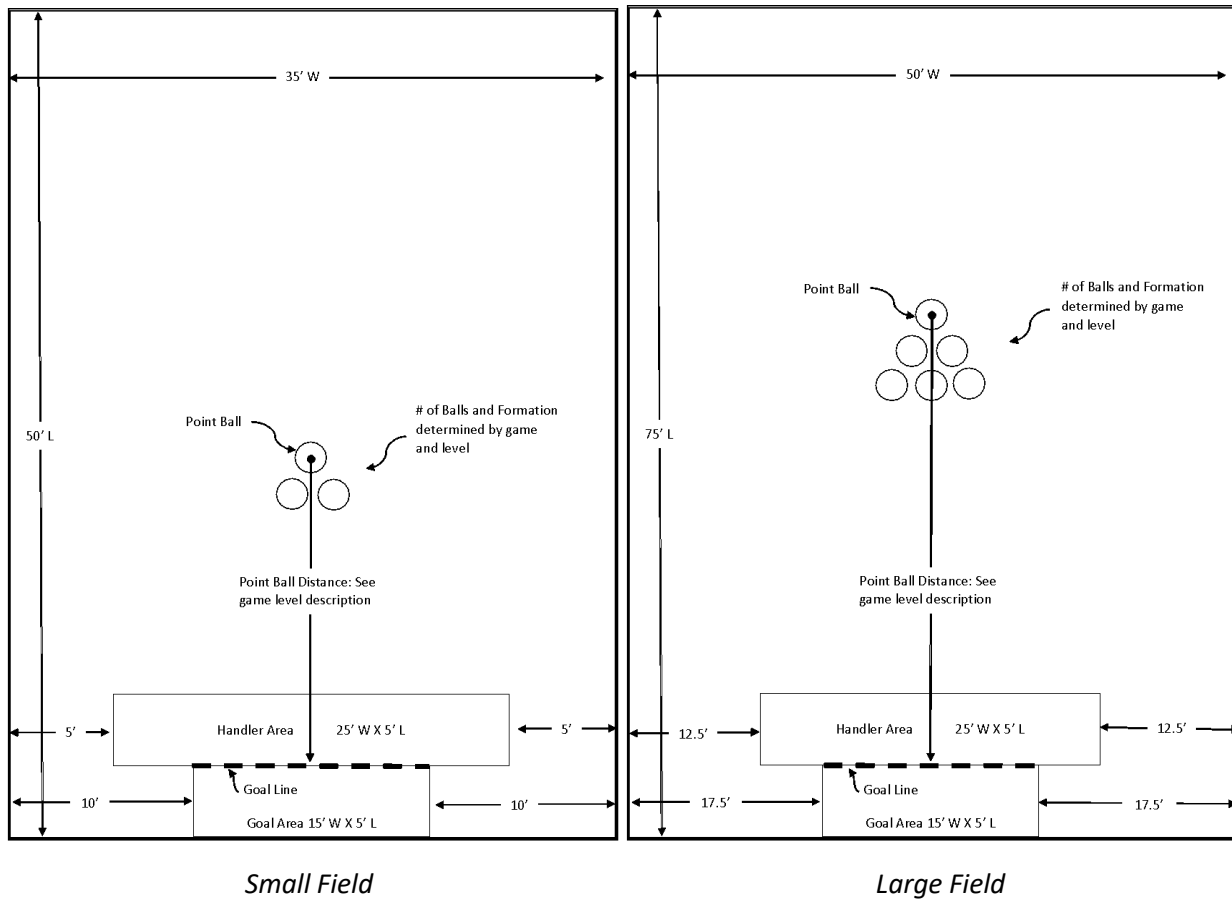
Two field sizes are recognized, with the appropriate size used for the level and division, as follows:

Small Field:

- 50' L X 35' W
- A and B divisions in Pre-Novice level and Novice level
- Veteran division in all levels

Large Field:

- 75' L X 50' W
- A and B divisions in Intermediate, Advanced, and Expert levels



Sections 8 – 11 describe each area of the field.

Section 8. Goal Area.

The goal area shall be 15' W X 5' L and centered at one end of the field. The goal line is the line connecting the front edges of the goal sides. The goal line should be marked with tape, chalk, or other visible material. The goal area must be made of and defined by a sturdy physical barrier on three sides, with the fourth side open to the handler area and separated from it by the goal line. The back of the goal area can be a wall. Goal sides must be a minimum of 3' high and able to contain all balls brought to the goal. Dogs must be able to safely play a ball off the sides of the goal area without the sides moving out of position or needing to be held by the handler. Balls should not be able to go behind the goal area. A bumper may be placed within the goal area no closer than 2' behind the goal line to help keep the balls in the goal area.

Section 9. Handler Area.

The handler area is an area 25' W X 5' L immediately in front of and centered on the goal area. The back of the handler area includes the goal line plus 5' to either side. This area shall be marked with tape, chalk, or other visible material. Cones may be used in video titling, if necessary, to make the boundary visible on the video.

Section 10. Field Safety Management.

The entrance and exit gates may be placed in a convenient location chosen to ensure dog and handler safety during the transition between runs. Hosts must consider the on-deck area and ball corral when planning the flow on and off the field. The field stewards must wait for teams to exit before moving balls around the field.

Section 11. Elimination Area.

An area will be designated for handlers to exercise dogs attending the trial. Handlers are expected to clean up and dispose of animal waste.

Section 12. Dog Collars.

Dogs may run with or without collars. Only properly fitted flat buckle or snap, rolled buckle, or limited slip/martingale collars are permitted on dogs during play. The judge may inspect collars. No harnesses are allowed during runs. The use of electronic, citronella, prong, or slip (choke) collars are strictly forbidden during the competition and anywhere on the competition grounds. Identification tags are permitted on the collars. Training aids such as head halters and no-pull harnesses are permitted on trial grounds but not in the warm-up, on-deck, or game field areas. All equipment is subject to review by the judge.

Section 13. Leashes.

Dogs must always be on leash except when on field competing or in the warm-up area. Retractable leashes are not to be used within 50' of the playing field. Retractable leashes must be shortened to 6' or less and locked when other handlers and dogs are in close proximity. All dogs must always be under the handler's control while on the trial grounds.

Section 14. Shepherd's Crook

Shepherd's crooks or staffs up to 6' long may be used by handlers. They will be considered extensions of the handler and subject to the same restrictions for touching balls and dogs as the handler.

Section 15. Balls.

All balls must be made of durable, burst-resistant vinyl or similar material. Common exercise balls are fine. The balls should be round and firm with some give when touched. Rigid, hard, or non-chew balls are not allowed. Ball inflation should be consistent between balls used within a trial. The judge will assess ball inflation before the start of the game. Solid and liquid materials, such as sand or water, may not be added into the balls to reduce the rolling speed. Markings may be added to the exterior of balls with marker or tape to increase the visibility and for identification purposes in games.

Ball size is measured by diameter, in centimeters, when properly inflated. Properly inflated balls may deviate from the manufacturer-labeled size. There is an allowable range of ball sizes (+/-5 cm) within each height class to accommodate the variations in ball manufacturing. To maximize consistency and accuracy, balls should be inflated and measured according to the following guidelines:

1. New balls are stiff and need to stretch out before fully inflating. Inflate to within 10 cm of the labeled size and allow to sit several hours or overnight to stretch. Proceed with inflation to the appropriate level, which is firm but with some give when touched. Some balls may need additional inflation in another 24 hours.
2. Previously inflated balls should be inflated to be firm with some give when touched.
3. Measure ball height only after balls have been fully inflated according to the above instructions. Suggested methods for measuring balls:
 - a. Use a flexible measuring tape to measure $\frac{1}{2}$ the circumference of the ball and refer to the Ball Sizing chart below for conversion to diameter. Some balls come equipped with a specially designed tape that measures $\frac{1}{2}$ or the entire circumference and gives the equivalent diameter (height) of the ball.

- b. Measure and mark a freestanding PVC pole with the allowable size ranges. Then use a level on top of the ball to determine the ball's size.
4. Temperature considerations:
- When temperatures are above 90° F, be aware that even anti-burst balls can easily be overinflated and burst. Proceed with caution.
 - At colder temperatures balls may be stiff and require partial inflation and time to stretch before fully inflating. In very cold temperatures balls may require additional inflation so they do not bog down when pushed. Some ball materials will no longer give to the touch at very cold temperatures.

Ball Sizing

HEIGHT CLASS	BALL SIZE (DIAMETER)	ALLOWABLE SIZE RANGE	BALL 1/2 CIRCUMFERENCE
Mini	25 cm	18 cm-30 cm (7" – 11.5")	28 cm - 47 cm (11" – 18")
X-Small	35 cm	30 cm-40 cm (11.5" – 15.75")	47 cm - 63 cm (18" – 24.75")
Small	45 cm	40 cm-50 cm (15.75" – 19.75")	63 cm - 78.5 cm (24.75" – 31")
Medium	55 cm	50 cm - 60 cm (19.75" – 23.5")	78.5 - 94 cm (31" – 37")
Large	65 cm	60cm -70cm (23.5" – 27.5")	94 cm- 110 cm (37" – 43")
X-Large	75 cm	70 cm - 80 cm (27.5" – 31.5")	110 cm – 126 cm (43" – 49.5")

Section 16. Ball Stabilizers.

Balls must remain stable in formation until after the first push. Stabilizer rings may be used to maintain the ball formation as dictated by game conditions such as wind, uneven surfaces, and smooth indoor matting. Stabilizers may not be necessary on level playing fields, in calm wind conditions, or on loosely packed dirt or similar surfaces. A handler may make a request to the judge that stabilizers not be used for their run. The judge shall use their discretion based on the conditions on the field whether to honor the request.

Stabilizers should be made with tubing or hose and connector pieces as described below. Only ½" diameter tubing shall be used to hold balls for Mini and X-small classes. The outer diameter (O.D.) and length of tubing should be appropriate for different ball sizes:

- 25 cm, 35 cm balls: 0.25" – 0.75" O.D., 20" long tubing (makes a 10" diameter ring)
- 45 cm, 55 cm, 65 cm balls: 0.5" - 1" O.D., 24" long tubing (makes a 12" diameter ring)
- 75 cm balls: 0.75" – 1" O.D., 24"-28" long tubing (makes 12"-14" diameter ring)

The connector piece can be a short piece of tubing, PVC tube, or wooden dowel, 2" – 2.5" long. The connector should be a slightly smaller O.D. and fit tightly inside the ring tubing to hold the ends together. Tape can be used for added security but is not necessary if rings remain closed with a properly fitted connector piece.



Chapter 6: General Game Play

Section 1. Field Preparation.

The field crew will prepare the field for the run by placing the balls in the initial ball formation and ensuring the goal sides and field markings are in the correct locations. The number of balls, formation, and field placement are based upon the game, level, division, and class height. The *point ball* is the single ball in the first row and furthest from the goal line. The point ball distance is measured from the center of the ball to the goal line and defined in the game level description. The remaining balls are placed in the required formation, spaced approximately 6" apart, widest edge to widest edge. A 6" PVC tube or ruler may be used to measure the space.

Section 2. Game Start.

The handler will walk the dog on leash to a starting position within the handler or goal area. The judge will signal "Go When Ready" when they determine the field, initial ball formation, and field crew are ready. The handler will remove the leash, place the leash on the ground or on the goal, and begin the run by sending the dog for the first time. The clock starts when the dog crosses out of the handler area.

Section 3. Game Play.

The dog moves around the initial ball formation and drives in the point ball followed by the remaining balls as defined by the game and level. A ball is in an area when the portion touching the ground is on or crosses over the area line.

Balls must be in the goal area to score. Balls in the handler area are not considered to be in the goal area. Within the handler area, the handler may touch the ball only to move it from the handler area to the goal area. The handler may not touch the ball until its bottom portion touches the handler area line. The handler may not otherwise touch the ball. Handlers may step into the goal area at any time during the game. The handler may not touch the dog from the time the dog crosses the forward line of the handler area to start the clock until after the judge calls "Time" at the end of the run.

Section 4. Game End/Clock Stops.

The game ends when the judge calls "Time" to stop the clock. The judge will call "Time" when the dog lies down within the handler or goal area after all balls are retrieved and fully inside the goal area. The handler will attach the leash to the dog and leave the field after the judge calls "Time."

If maximum course time is reached before all balls are in the goal area, the timer will stop the clock and signal with horn or buzzer to alert the judge and handler. At the maximum course time signal, the handler will recall the dog and down the dog in the handler or goal area before attaching the leash and leaving the field.

Section 5. Training Devices, Performance Aids, Food, and Toy Rewards.

Food or toy rewards are not allowed on the field during competition in the Novice through Expert levels. In the Pre-Novice level, food and toys may be used to reward the dog within the handler and goal area after each ball is pushed into the goal area. In Pre-Novice only, the handler may touch the dog after each ball is pushed into the goal until the dog crosses out of the handler area to retrieve the next ball.

Section 6. Equipment Malfunction.

The judge may give a team a second chance run at the end of the day or group if an equipment malfunction impacts their game play. Examples of equipment malfunction would be a gate or goal falling over or a ball deflating for a reason other than contact with the dog's teeth or nails. The team will be excused if the ball deflates due to the dog's teeth or nails.

Section 7. Pre-Contact Interference.

The initial ball formation must remain intact until the dog makes first contact with it. If the formation is disturbed due to weather conditions or air flow from fans prior to the dog's first contact, the judge will intervene and have the formation reset. In video titling, runs will not be admissible if the formation does not stay intact prior to the dog making first contact.

Chapter 7: Standard Game Rules

The Standard game is defined as a direct send out past the initial ball formation followed by driving in the point ball first. The remaining balls are then retrieved in any order. The dog must push all the balls into the goal area within a designated time. Each level of the Standard game increases in difficulty by the number of balls used and the distance at which they are placed from the goal line. The general game play is explained in Chapter 6 and faults are described in Chapter 9

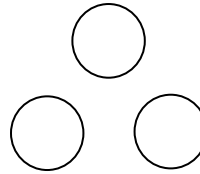
Section 1. Pre-Novice Level.

Maximum Course Time: 2:25 min

Veteran Maximum Course Time: 2:25 min

Ball Formation:

- Three balls in 2-row triangle formation
- First row has one ball, the Point Ball
- Second row has 2 balls.
- Balls will be spaced 12" apart instead of 6" like all other levels.



Distance Point Ball Center to Goal Line			
Small to X- Large	Mini to X- Small	Veteran Small to X-Large	Veteran Mini to X-Small
20'	15'	20'	15'

Field Size: Small field for all divisions and class heights.

The dog may be rewarded with a toy or treats within handler and goal areas after each ball is brought into the goal area. This is only permitted in the Pre-Novice level.

Reward Rules:

- Toys and play must remain within the handler and goal area.
- A fault is incurred if the toy or play moves outside the handler and goal area.
- Food treats are to be delivered within the handler or goal area and must not be dropped on ground.
- A fault is incurred if food or treats are dropped on ground anywhere on the playing field.

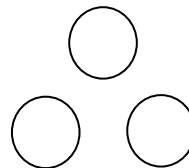
Section 2. Novice Level.

Maximum Course Time: 2:00 min

Veteran Maximum Course Time: 2:15 min

Ball Formation:

- Three balls in 2-row triangle formation
- First row has one ball, the Point Ball
- Second row has 2 balls.



Distance Point Ball Center to Goal Line			
Small to X- Large	Mini to X- Small	Veteran Small to X-Large	Veteran Mini to X-Small
25'	20'	20'	15'

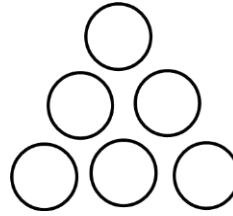
Field Size: Small field for all divisions and class heights.

Section 3. Intermediate Level.

Maximum Course Time: 3:00 min
 Veteran Maximum Course Time: 3:30 min

Ball Formation:

- Six balls in 3-row triangle formation
- First row has one ball, the Point Ball
- Second row has 2 balls
- Third row has 3 balls



Distance Point Ball Center to Goal Line			
Small to X- Large	Mini to X- Small	Veteran Small to X-Large	Veteran Mini to X-Small
30'	25'	25'	20'

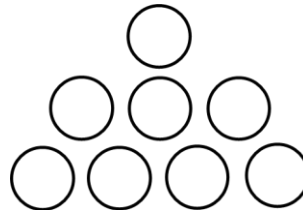
Field Size: Large field for A and B divisions. Small field for Veteran division.

Section 4. Advanced Level.

Maximum Course Time: 4:00 min
 Veteran Maximum Course Time: 4:45 min

Ball Formation:

- Eight balls in 3-row triangle formation
- First row has one ball, the Point Ball
- Second row has 3 balls
- Third row has 4 balls



Distance Point Ball Center to Goal Line			
Small to X- Large	Mini to X- Small	Veteran Small to X-Large	Veteran Mini to X-Small
40'	30'	30'	25'

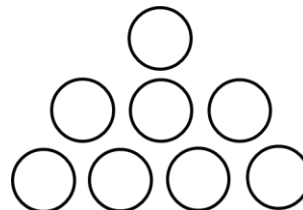
Field Size: Large field for A and B divisions. Small field for Veteran division.

Section 5. Expert Level.

Maximum Course Time: 4:00 min
 Veteran Maximum Course Time: 5:00 min

Ball Formation:

- Eight balls placed in 3-row triangle formation
- First row has one ball, the Point Ball
- Second row has 3 balls
- Third row has 4 balls



Distance Point Ball Center to Goal Line			
Small to X- Large	Mini to X- Small	Veteran Small to X-Large	Veteran Mini to X-Small
50'	40'	40'	35'

Field Size: Large field for A and B divisions. Small field for Veteran division.

Chapter 8: Balls N Order Game Rules

The Balls N Order game is defined as a direct send out past the ball formation followed by driving the point ball into the goal area first. The remaining balls are then retrieved in a predetermined order. The dog must push all the balls into the goal area in order within a designated time period. Qualifying runs without ball order faults will place before qualifying runs with ball order faults. Dogs must start at the Novice level regardless of their current Standard or other game titles. All Standard game specifications and rules apply with modifications and additions listed below.

Section 1. Ball Order.

Balls must be easily distinguished by color or by numbers drawn on the balls. Judges and handlers must be able to easily distinguish between balls. The judge or assistant may announce the next correct color or number to help the handler.

If numbers are used to set the retrieval order, balls should be retrieved in ascending numeric order starting with 1.

If ball color is used to define the retrieval order, the judge will determine the ball order. The suggested order is rainbow color order (Red, Orange, Yellow, Green, Blue, Violet or the reverse) or similar based upon the ball colors available. All balls must be different colors except for the point ball. The point ball may repeat a color used in the formation to reduce the number of different ball colors required.

For video title submissions, the ball distinguishing factor must be easily seen on the video. The ball order must be announced on video submissions prior to the start of the run without cuts or editing between the announcement and run start.

Section 2. Field Set Up.

The field size, handler box, goal size, and point ball placement are the same for each level as in the Standard game rules.

In addition to all the Standard game field markings and cones, the field must have a cone or clearly visible marking on either side to indicate the minimum ball roll back distance for rolling back onto the field balls that have come into the goal area in the incorrect order.

The first ball retrieved will always be in the point ball position. The other balls may be placed in any color or number order within the level specified formation. In trials the judge will determine the ball placement in the formation and maintain the same placement for all runs within each level.

Section 3. Incorrect Ball Order.

Point ball and initial formation disturbance criteria and faults are the same as in the Standard game. When any ball enters the goal before the point ball, the judge will call "Foul Ball" as soon as the point ball is in the goal. The dog must lie down, and the handler must return any non-point balls to at least the proper roll back distance on the field. The judge will indicate play may continue once the Foul Balls are properly returned to the field. This does not stop the timer. There are not additional faults for the Foul Ball beyond any accrued for point ball and initial formation disturbance faults.

After the point ball is moved into the goal, the judge will call “Wrong Ball” whenever an incorrect ball rolls into the goal (not the handler area) for any reason. This call stops action on the field, but not the timer. The dog must stop pushing balls and either lie down on the field or return to the goal and lie down. The judge will indicate by color or number which balls are incorrect and must be returned to the field. Each Wrong Ball call will result in a 10 sec time fault. If two or more incorrect balls roll into the goal in the same incident, it will only receive one Wrong Ball call with 10 sec time faults. The handler area is not part of the goal. A ball can is not designated as a Wrong Ball when rolling or sitting in the handler area.

All Wrong Balls must be rolled back onto the field a minimum distance before the dog pushes another ball into the goal. The minimum distance for the roll back varies by level. If the judge indicates the ball did not roll out far enough, the handler must leave the handler area and move the ball the minimum roll back distance. During this time the dog must stay in the down position wherever they were placed in the down when the Wrong Ball was called. The run will receive a major fault and NQ if any Wrong Ball is not rolled back onto the field after the call is made and before the next ball is pushed into the goal.

There is a Wrong Ball limit for the Intermediate and higher levels. Exceeding the Wrong Ball limit will result in a major fault and NQ.

If a handler moves any ball from the handler area to the field, it will be judged both as a handler fault (for improperly touching the ball in the handler area) and as a wrong ball fault (since it is presumed the ball would not have been returned to the field otherwise).

Section 4. Novice Level.

Maximum Course Time: 2:30 min

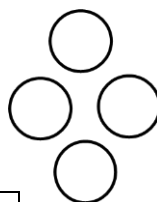
Veteran Maximum Course Time: 2:45 min

Minimum Incorrect Ball Roll Back Distance: 10’ from goal line

Maximum Number of Incorrect Balls: No limit

Ball Formation:

- Four balls in 3-row diamond formation
- First row has one ball, the Point Ball
- Second row has 2 balls
- Third row has 1 ball



Distance Point Ball Center to Goal Line			
Small to X-Large	Mini to X-Small	Veteran Small to X-Large	Veteran Mini to X-Small
25’	20’	20’	15’

Field Size: Small field for all divisions and class heights. 50’L X 35’ W

Section 5. Intermediate Level.

Maximum Course Time: 3:30 min

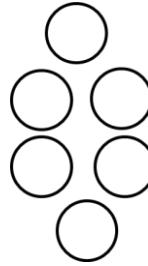
Veteran Maximum Course Time: 4:00 min

Minimum Incorrect Ball Roll Back Distance: 15’ from goal line

Maximum Number of Incorrect Balls: 2

Ball Formation:

- Six balls in 4-row diamond formation
- First row has one ball, the Point ball
- Second row has 2 balls
- Third row has 2 balls
- Fourth row has 1 ball



Distance Point Ball Center to Goal Line			
Small to X- Large	Mini to X- Small	Veteran Small to X-Large	Veteran Mini to X-Small
30'	25'	25'	20'

Field Size: Large field for A and B divisions. Small field for Veteran division.

Section 6. Advanced Level.

Maximum Course Time: 5:00 min

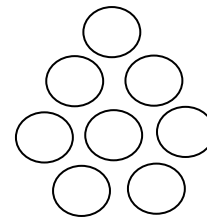
Veteran Maximum Course Time: 5:45 min

Minimum Incorrect Ball Roll Back Distance: 20' from goal line

Maximum Number of Incorrect Balls: 2

Ball Formation:

- Eight balls in 4-row diamond formation
- First row has one ball, the Point ball
- Second row has 2 balls
- Third row has 3 balls
- Fourth row has 2 balls



Distance Point Ball Center to Goal Line			
Small to X- Large	Mini to X- Small	Veteran Small to X-Large	Veteran Mini to X-Small
40'	30'	30'	25'

Field Size: Large field for A and B divisions. Small field for Veteran division.

Section 7. Expert Level.

Maximum Course Time: 5:00 min

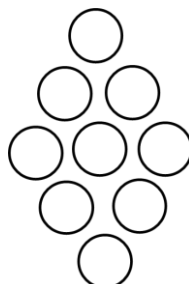
Veteran Maximum Course Time: 6:00 min

Minimum Incorrect Ball Roll Back Distance: 25' from goal line

Maximum Number of Incorrect Balls: 1

Ball Formation:

- Nine balls in a 5-row diamond formation
- First row has one ball, the Point ball
- Second row has 2 balls
- Third row has 3 balls
- Fourth row has 2 balls
- Fifth row has 1 ball



Distance Point Ball Center to Goal Line			
Small to X- Large	Mini to X- Small	Veteran Small to X-Large	Veteran Mini to X-Small
50'	40'	40'	35'

Field Size: Large field for A and B divisions. Small field for Veteran division.

Chapter 9: Scoring Guidelines

Section 1. Course Handling Standards.

A handler and dog should work as a team in a cooperative manner, with the dog demonstrating a willingness to work throughout the course. The dog is directed by the handler's voice commands, hand signals, whistles, and/or a combination of those. They race against the clock to complete the course in the time permitted by the judge and in accordance with these regulations. Praising the dog throughout its run is allowed and encouraged.

Section 2. Qualifying Run.

A qualifying run shall be one person and one dog ending with all balls in the goal, with a completion time at or under maximum course time, and without a major fault or excusal. A run is scored by elapsed time plus time faults except in game variations where accumulated points determine a score.

Section 3. Non-qualifying Run (NQ).

There are three types of non-qualifying runs, as follows:

- A run with a score exceeding Maximum Course Time
- A run earning a Major Fault
- A run earning an Elimination/Excusal

Section 4. Point Ball Faults.

The point ball must be the first ball moved into the goal area. If any ball other than the point ball rolls into the goal first due to dog or handler contact with it, the run will be faulted as follows:

- Pre-Novice = +5 seconds
- Novice = +10 seconds
- Intermediate = +20 seconds
- Advanced = Major fault and NQ
- Expert = Major fault and NQ

If the dog begins to push a ball other than the point ball on the first push, the handler may stop and redirect the dog back to the point ball using verbal and visual signals to avoid point ball faults; however, initial ball formation disturbance faults will apply.

Point ball faults are not incurred if a ball other than the point ball rolls into the goal before the point ball without handler or dog contact, such as due to a gust of wind.

Section 5. Initial Ball Formation Disturbance Faults.

A fault will be incurred if the dog intentionally causes movement of one or more non-point balls before touching the point ball. It will be ruled intentional if the dog interacts with the balls directly using the head, chest, shoulder, leg, or paw with the intent to move the ball. A smaller fault will be incurred if the dog unintentionally causes any movement of the non-point balls before touching the point ball. It will be ruled unintentional if the dog does not interact with the balls directly with the intent to move the ball. An example of unintentional contact would be a dog's tail swiping the balls as the dog moves around the formation and moves a non-point ball.

The judge will determine whether a non-point ball movement was intentional or unintentional. If deemed an unintentional non-point ball movement, penalties will be assigned as follows:

- Pre-Novice = No Penalty
- Novice, Intermediate = +5 seconds
- Advanced, Expert = +10 seconds

If deemed intentional non-point ball movement, penalties will be assigned as follows:

- Pre-Novice = +5 seconds
- Novice = +10 seconds
- Intermediate = +20 seconds
- Advanced = +30 seconds
- Expert = +40 seconds

Section 6. Breaking/Pushing Through Ball Formation on the Initial Send Fault.

The dog must move around the starting ball formation to reach the point ball on the initial send. If a dog runs through the starting ball formation (instead of around it) to reach the point ball, it will result in a major fault and NQ.

Section 7. Handler Area Faults.

A handler area fault is incurred if:

- any portion of the handler's foot touches or crosses the line of the handler area.
- the handler touches any ball before the bottom of the ball touches or crosses the handler area lines. This includes the use of hands, staff, or a shepherd's crook to reach for a ball.
- the handler touches the ball for any reason other than to move it from the handler area to the goal.
- the handler intentionally touches the dog from the time it leaves the handler box the first time to retrieve the balls until the judge calls "Time" to end the run. In Pre-Novice the handler may touch the dog between ball retrieves.

Each incident will receive a 10 second time fault. Stepping out of the handler area with both feet before the end of the run, except to correct a Wrong Ball Roll Back error, is a Major Fault and NQ at all levels. Limits on handler area faults by level are:

- Pre-Novice, Novice, and Intermediate: 3 incidents = Major Fault and NQ
- Advanced: 2 incidents = Major Fault and NQ
- Expert: 1 incident = Major Fault and NQ

Section 8. Training Devices, Performance Aids, Food and Toy Reward Faults.

In Novice – Expert levels, no food or toy rewards are allowed on the field during competition. Bringing food or toys on the field will result in an immediate excusal.

In the Pre-Novice level, food or toys may be used to reward the dog within the handler and goal area after each ball is pushed into the goal area. The following rules and faults apply in Pre-Novice:

- Accidental (unintentional) use of rewards, treat, or toy accidentally shown before ball gets into goal area or treats dropped in the handler or goal area
 - +10 seconds per incident
 - 3 incidents = Major Fault and NQ
- Intentional use of rewards to prompt, lure, or motivate dog to perform before ball gets into the goal area
 - 1 incident = Elimination/Excusal

Section 9. Balls N Order Only Faults.

A 10 second time fault will be assessed for each Wrong Ball. No faults will be assessed for Foul Balls. Exceeding the maximum number of Wrong Balls will result in a major fault and NQ. Not rolling a Wrong or Foul Ball back on the field at the correct time will result in a major fault and NQ.

Section 10. Major Faults: Automatic NQ.

Major faults result in a Non-Qualifying score. Handler and dog can continue to play the game until Maximum Course Time.

Section 11. Elimination.

A judge will signal via whistle when a dog/handler team is to be excused from the field and eliminated from competition. The judge's decision is final.

The following faults require immediate termination of play and excusal from the field.

- Ball destruction: A dog deflates the ball with their teeth or nails.
- Fouling the ring: A dog pees, poops, or vomits in the ring before, during, or after a run.
- Handler Interference: Handler physically assists or touches the dog in such a manner that aids the performance, avoids a penalty, or saves time that might otherwise have been lost had such contact not occurred.
- Corrections: Handler uses harsh verbal corrections or reprimands the dog.
- Training devices or performance aids:
 - Novice through Expert levels: Food, toys, or other training devices are brought onto the field
 - Pre-Novice level: intentionally using food, toys, or training devices to prompt, lure, or motivate dog to perform before ball gets into the goal area
- Outside assistance: Someone outside the ring providing instruction or touching the dog or balls during the run in such a manner that the instruction or contact aids the performance, avoids a penalty, or saves time that might otherwise have been lost had such contact not occurred.
- Dog Behavior:
 - Dog leaves the ring before completion of the run.
 - Dog bites at the handler or shows any other sign of aggression and demonstrates a loss of control or abuse to the handler or others.
 - Dog biting at ball with intent to destroy the ball.
 - Any sign of aggression toward people or dogs anywhere on the trial site before, during, or after a team's individual run.
 - Dog wearing any collar not permitted during runs.
 - Dog has ceased to work, is out of control, is beyond the point of completing the run in a reasonable time or with a meaningful score or is performing in an unsafe manner.
 - Dog appears to be lame or ill.

Section 12. Tie Scores.

Tie scores will be decided by a runoff. The runoff will be a single ball at the level-appropriate distance.

- Fastest time with the fewest faults wins.
- All game rules apply.

Section 13. Placements.

The dog/handler team must have a qualifying score to be eligible for placement. The fastest run with the least number of faults will place highest in competition except in game variations where points determine the placings.

Scoring and placements for each game level will be divided for participants entered in A, B, and Veteran divisions.

Section 14. Video Title Judging.

Occasionally situations occur in videos which would not occur at trials. Judges may elect to give faults for those minor incidents which do not impact the outcome of the game nor fundamentally deviate from the game intention.

Appendix A – Wickets

Wickets can be used to easily measure a dog’s height and determine the appropriate ball size for playing treibball. A dog’s height category is determined when a dog’s withers fit below one size wicket and are taller than the next smaller size wicket.

Below are measurements for making a set of wickets using 0.5” outer diameter PVC pipe. Minimum required pieces for each height include enough PVC pipe for two sides and a cross bar, and two corner connector pieces (0.75” connection allowance for each corner). End pieces at the base are optional; “T” connectors or end caps (0.75” connection allowance) can be used if desired.

Lengths given below are cutting lengths not finished lengths. Lengths given below should be used only as a guideline. Cross bar widths may vary. Finished wickets should measure the correct maximum height when measured from the ground to the bottom of the cross bar. Responsibility for accurate wicket measurements of a dog is up to the individual making the wickets and the organization using the wickets.

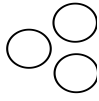
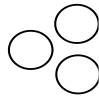
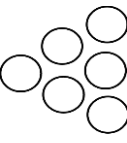
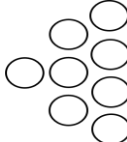
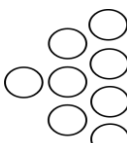
Wicket PVC Cutting Lengths			
	Side Length (in)	Side Length (in)	Top Cross Bar (in)
	With base end pieces	Without base end pieces	
Mini	7.5	8.25	8
X-Small	12.5	13.25	11.25
Small	16.25	17.25	13.25
Medium	20.5	21.25	16.5
Large	24.5	25.25	19.5
X-Large	Wicket not necessary		

Medium and X-Small Large, Small, and Mini

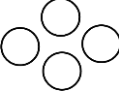
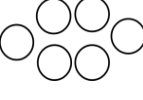
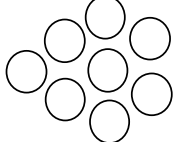
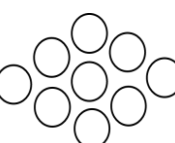


Appendix B – Quick Reference Sheet

Standard Field Set Up

Level	Pre-Novice	Novice	Intermediate	Advanced	Expert
# Balls	3 Balls	3 Balls	6 Balls	8 Balls	8 Balls
Formation					
A/B Division	XLarge - Small	25'	30'	40'	50'
Point Ball	XS - Mini	20'	25'	30'	40'
Veteran Division	XLarge - Small	20'	25'	30'	40'
Point Ball	XS - Mini	15'	20'	25'	35'

Balls N Order Field Set Up

Level	Pre-Novice	Novice	Intermediate	Advanced	Expert
# Balls		4 Balls	6 Balls	8 Balls	9 Balls
Formation					
A/B Division	XLarge - Small	25'	30'	40'	50'
Point Ball	XS - Mini	20'	25'	30'	40'
Veteran Division	XLarge - Small	20'	25'	30'	40'
Point Ball	XS - Mini	15'	20'	25'	35'
Roll Back Distance		10'	15'	20'	25'