

## CHAPTER XI

### Treibball Divisions, Rules and Titles

#### SECTION 1

**Description of Sport:** Treibball is a dog sport in which the dog and handler team uses 8 balls that are herded into a goal/net. The balls may be fitness type balls, various size balls and various weight balls that are sized appropriate to the dogs' ability to work them and the game. The dog works off leash from a distance and with the handlers cues, brings the balls to goal. The dog may use only its' head, nose, neck or shoulders when working the balls. No teeth and no bottoms of the feet may be used to work the balls. The team may have up to 10 minutes to work the balls to goal. The task of herding the balls must be accomplished with efficiency, enthusiasm and willingness, thus demonstrating the enjoyment of the work in a combination of controlled teamwork with the handler and natural or learned abilities from the dog. This sport is open to any dog of any breed, age or size, and must be registered competitors with Canines and Humans United, LLC.

#### SECTION 2

##### **Entry Requirements:**

- 1) Definitions: The term "dog" applies to dogs of both sexes. The term "Tandem" applies to a handler and two (2) dogs. The term "Team" applies to a handler and one (1) or two (2) dogs, (Tandem Team).
- 2) Breed: CHU Treibball is open to all breeds, purebred, mixed breed, and size of dog. As long as the dog meets the requirements as written in these rules and guidelines and is in good structure and health. All dogs competing must meet all requirements.
- 3) Age: The age of competing for all dogs will be as young as 4 months or older on the day of the tournament.
- 4) Tandem Teams: The two (2) dogs competing need to be owned by same owner/person. A separate entry form for each dog must be completed and stapled together. Each dog paired, must have a Tandem Registration with Canines and Humans United, LLC.

#### SECTION 3

##### **Handler Requirements:**

- 1) Arrival Time: Teams should arrive at least 30 minutes prior to tournament start. This allows time for the dogs to settle, allows for ample warm up and judges briefing. Teams must be on time or forfeit the entry. Judges are ordered not to wait for late entries.
- 2) Commands: Multiple commands, signals and verbal praise may be used except as specified.
- 3) Reward, Praise and Food: Between ball retrievals, verbal and physical praise is allowed, but, food reward is allowed only in Division A, Novice Level. Food is only allowed at the goal line and nowhere else.
- 4) Handlers: One handler shall be in control of their dogs at all times. May not use any harsh tone, action or correction while on the tournament/trial grounds, be it in parking area, potty area, warm up area or exhibition ring.

- 5) Control: All dogs entered must be under control at all times. All dogs must be on leash or crated when not competing.
- 6) Warm-Up Time: Teams are allowed a 5 minute warm-up, all on leash, either in designated area or away from all competitors or crating areas. If practicing with host club's ball/s should dog destroy the ball, the handler is responsible for the replacement cost of the ball.
- 7) Risk: The handler entering a dog in any tournament does so at his/her own risk and agrees to abide by the Canines and Humans United, LLC guidelines and rules, Host Facility Rules and all hold harmless rules apply.

## **SECTION 4**

### **Equipment Requirements:**

- 1) Handler's Responsibility: Handler's must provide their herding staff, up to 36" long, (if utilizing one), warm up ball is optional.
- 2) Collars and Leads: Dogs must wear well-fitting plain buckle, quick release or martingale collars. The dog may wear a well fitted "H" Back or "X" Back style harness. All equipment must fit the dog/s properly and be in good repair. Judges may excuse a team from competition if the equipment is deemed inadequate or faulty. No slip chain, or prong collars permitted. Leashes must be of fabric or leather and need only be of sufficient length to walk to and from ring. In Brace Treibball the dogs may be individually leashed or coupled with a single lead. The equipment must fit the dog/s.

## **SECTION 5**

### **Disqualifications and Ineligibility Requirements:**

1. Lame dogs or dogs that have been taped or bandaged in any way or have anything attached to them for medical purposes are not permitted to compete.
2. Bitches in Season: Bitches in season are not permitted to compete or be on or near the trial grounds.
3. Dogs That May Not Compete: Any dog not meeting all of the requirements set forth.
4. Late arrivals. Judges are ordered not to hold trials.
5. Use of food beyond the goal line or not in Division A Novice.
6. Aggressive dogs inside or outside of ring even with an escort.
7. Any handler that deliberately interferes with another handler or dog.
8. Any handler who behaves in an unsportsmanlike manner in or outside the testing area. Unsportsmanlike behavior includes but is not limited to: directing angry/abusive language at a person or dog, mistreating any dog, showing discourtesies to judges, test officials, stewards or others.
9. Equipment that does not meet safe working standards as set forth by judge/s on trial date.

## SECTION 6

**Classes Defined:** There are four (4) classes for individual dogs, – Treibball Dog Novice, Treibball Dog Intermediate, Treibball Dog Advanced and Treibball Dog Expert. There are three (4) skill classes for individual and tandem competitions, (Team Division) – Treibball Skills Puppy Novice, Treibball Skills Dog Novice, Treibball Skills Dog Intermediate and Treibball Skills Dog Open. Dogs entered into Skills Classes will perform all skills and be scored on a 1 to 10 basis. A 50% score of each skill task must be achieved to qualify. All general rules and penalties apply to all CHU Treibball games and skill games. If utilizing 2 or more dogs, the word Tandem will be added to title along with the number, up to 3 dogs. Puppies entering into the Skills Games will only be able to enter into Novice, they may compete in A and B with B Division until they are 1 year to date of trial old. There are two (2) classes for junior handlers not driving 8 balls. Treibball Dog Junior 4 Ball, Treibball Dog Junior 6 ball. Junior handlers will have number of balls and class notated within title. Junior handler is defined by age and level of skill. Anyone 17 and under is considered a Junior Handler. A Junior Handler may at any time relinquish their Junior status if they choose, at this time they will compete with adult handlers.

- a) **Treibball Dog Novice:** The Novice class shall be for dogs which have not earned the CHU Treibball Dog Novice title (CHUTDN) or have earned the CHU Treibball Skills Dog Novice title (CHUTSDN) and not the CHU Treibball Dog Intermediate (CHUTDI). Junior Novice (4, 6 or 8 ball) will fall under all Novice Division rules and guidelines. Balls are size appropriate and use a traditional triangle stack.
- b) **Treibball Dog Intermediate:** The Intermediate class shall be for dogs which have earned the CHU Treibball Dog Novice title (CHUTDN) or have earned the CHU Treibball Dog Intermediate title (CHUTDI) or CHU Treibball Skills Dog Intermediate (CHUTDSI) and not the CHU Treibball Dog Advanced title (CHUTDA). Balls are size appropriate and use a traditional triangle stack.
- c) **Treibball Dog Advanced:** The Advanced class shall be for dogs which have earned the CHU Treibball Dog Novice title (CHUTDN), the CHU Treibball Dog Intermediate title (CHUTDI) or CHU Treibball Skills Dog Intermediate (CHUTDSI) or the CHU Treibball Dog Advanced (CHUTDA) or CHU Treibball Skills Dog Open (CHUTSDO) and not the CHU Treibball Dog Expert title (CHUTDE). Balls may vary in size and shape. Stacks may be in separate stacks and arrangements.
- d) **Treibball Dog Expert:** The Expert class shall be for dogs which have earned the CHU Treibball Dog Novice title (CHUTDN), the CHU Treibball Dog Intermediate title (CHUTDI) or CHU Treibball Skills Dog Intermediate (CHUTDSI), the CHU Treibball Dog Advanced (CHUTDA) or CHU Treibball Skills Dog Open (CHUTSDO) and the CHU Treibball Dog Expert title (CHUTDE). Balls may vary in size and shape. Stacks may be in separate stacks, arrangements and the use of obstacles and distractions such as food bowls and bait are allowed.
- e) **Treibball Skills Puppy Novice:** The Puppy Novice class shall be for puppies aged 4 months to 11 months. Puppies which have not earned the CHU Treibball Dog Novice title (CHUTDN) or have earned the CHU Treibball Skills Dog Novice title (CHUTSDN) (CHUTSPN) and not the CHU Treibball Dog Intermediate (CHUTDI). Junior Novice 4, 6 or 8 ball will fall under all Novice Division rules and guidelines. Balls are size appropriate; up to 2 balls may be used.

- f) **Treibball Skills Dog Novice**: The Novice class shall be for dogs which have not earned the CHU Treibball Dog Novice title (CHUTDN) or have earned the CHU Treibball Skills Dog Novice title (CHUTSDN) (CHUTSPN) and not the CHU Treibball Dog Intermediate (CHUTDI). Junior Novice 4, 6 or 8 ball will fall under all Novice Division rules and guidelines. Balls are size appropriate; up to 2 balls may be used.
- g) **Treibball Skills Dog Intermediate**: The Intermediate class shall be for dogs which have earned the CHU Treibball Dog Novice title (CHUTDN) or have earned the CHU Treibball Dog Intermediate title (CHUTDI) or CHU Treibball Skills Dog Intermediate (CHUTDSI) and not the CHU Treibball Dog Advanced title (CHUTDA). Balls are size appropriate; up to 5 balls may be used.
- h) **Treibball Skills Dog Open**: The Open class shall be for dogs which have earned the CHU Treibball Dog Novice title (CHUTDN), the CHU Treibball Dog Intermediate title (CHUTDI) or CHU Treibball Skills Dog Intermediate (CHUTDSI), the CHU Treibball Dog Advanced (CHUTDA) or CHU Treibball Skills Dog Open (CHUTSDO) and the CHU Treibball Dog Expert title (CHUTDE). Balls may be any size or shape, 5 to 8 balls may be used.
- i) **Treibball Challenge Games Novice**: The Novice class shall be for dogs which have not earned the CHU Treibball Dog Novice title (CHUTDN) the CHU Treibball Skills Dog Novice title (CHUTSDN) or have earned CHU Treibball Challenge Games Dog Novice title (CHUTGDN) and none of the corresponding Intermediate titles. Junior Novice 4, 6 or 8 ball will fall under all Novice Division rules and guidelines. Balls are size appropriate.
- j) **Treibball Challenge Games Intermediate**: The Intermediate class shall be for dogs which have earned the CHU Treibball Dog Novice title (CHUTDN), the CHU Treibball Dog Intermediate title (CHUTDI) or CHU Treibball Skills Dog Intermediate (CHUTDSI), or have earned the CHU Treibball Challenge Games Dog Intermediate and none of the corresponding Advanced titles. Balls are size appropriate.
- k) **Treibball Challenge Games Open**: The Open class shall be for dogs which have earned the CHU Treibball Dog Novice title (CHUTDN), the CHU Treibball Dog Intermediate title (CHUTDI), CHU Treibball Skills Dog Intermediate (CHUTDSI), the CHU Treibball Dog Advanced (CHUTDA) or CHU Treibball Skills Dog Open (CHUTSDO) and the CHU Treibball Dog Expert title (CHUTDE). Balls may be any size or shape. Games may be in combination.

## SECTION 7

**Divisions Defined:** CHU Treibball is open to all breeds and all handlers no matter the handler's physical capabilities. Consequently, there must be different size and age division to accommodate the variety of breeds and ages competing. The following guidelines for which divisions dogs will be placed based upon the height and age of the dog for the Drive Games. The height and size of the dog has no bearing for the Skills and Challenge Games Classes. It is up to the handlers to enter their dogs into the correct divisions and classes, if information is not correct on day of trial, their dogs may be disqualified. Puppies entered in the Skills Novice Class regardless of size will all compete within their age group/division.

**Size Division (height of dog)****Age (of dog) Division****Small Dogs**

8" – 12"

**Medium Dogs**

12.1" – 18"

**Large Dogs**

18.1" – up

**Youth**

1 – 3 years

**Adult**

4 – 6 years

**Middle Age**

7 – 9 years

**Senior**

10 and older

**Puppy**

4 months – 6 months

7 months – 9 months

10 months – 11 months

**Specialist:** The Specialist Division is offered to any physically challenged owner and/or dogs. These competitors shall have the option to compete in this Division. Seniors may enter this Division after 11 years of age is reached. The option to compete in this Division includes modified rules so that these owners and/or dogs may compete with confidence. Dogs/owners that are **permanently physically challenged** are eligible to compete in the Specialist Division. Dogs/owners with permanently physically challenged include, but are not limited to, those that are senior (11 years and up), deaf, blind, and/or have irregular or decreased locomotion or have the use of a wheelchair. Dogs exhibiting **temporary** lameness as a result of an injury are not eligible in the Specialist Division. A dog that is taped, stitched or bandaged will not be eligible to compete in Specialist or any other division, in order to ensure the safety of the dog. Once a dog has entered into the Specialist Division, they may not compete and earn legs in any other regular division. However, if a dog or handler chooses to enter the Specialist Division for any reason any previous legs accrued may be counted toward future legs in Specialist Division.

**Drive and Hide N Seek games:**

The Handler may choose 2 only of the following modified rules:

- 1.) 4 or 6 ball stack
- 2.) Allotted an additional amount of time (30 seconds for 4 ball, 50 seconds for 6 ball)
- 3.) Waving of field entering penalties.

Note: If the Handler is utilizing a manual wheelchair and the Judge deems that a situation arises where it is an impossibility for the Handler to gather a ball in their zone or otherwise, the Judge may count the ball as gathered and advise the Handler. Dogs in the Specialist Division may start and end the game in a standing position.

**Junior Handler's:** Junior Handler is defined as any competitor under 17 years old. Junior Handler's must be able to control their dog/s and will be further divided in division categories. The 4 and/or 6 ball games are limited to Junior & Specialists Divisions. Junior Handler's may compete in more than one Junior Handler Class at any given Trial. If the Junior Handler ages prior to completing their title they may continue in the previous Division/Class until the base title is achieved and then they must move up. Should a Junior Handler choose to work with more than the required amount of balls, an Exercise Modification Form must be submitted and be approved by the Ring Judge. Junior Handlers may relinquish their junior status to compete with adults at any time. Once the Junior Handler competes in the adult divisions for 3 trials, they may not move back down.

<u>AGE</u>	<u>BALLS USED</u>
6 -10	4
11-14	6
15-17	8

## SECTION 8

**Competition Site/Ring Size:** There shall be two sizes of rings, Classic Ring and Skills Ring. The rings shall be rectangular or square. The terrain should be of a flat surface, non-skid flooring or if outside free of holes or other debris. The ring shall be defined by ring gates, ropes or snow-fencing and poles/stakes. The ring entrance shall be a clearly marked. Handlers and their dogs are permitted upon entry into the ring, to walk the perimeter prior to competition, to orient the dog. This must not take longer than 3 minutes. Should the dog eliminate at any time in the competition area, they are disqualified. Spectators are not allowed in this area at any time. Spectators must stay back from ring a minimum of 4 – 5 feet. This boundary may be marked by host club by additional gating, chalk lines or tape.

**Classic Ring Size: 40 X 50** (Novice) (length increases with level by 10ft)  
**Skills Ring Size: 50 X 75** (wide by long)

**Goal Requirements:** The width of the goal must be a minimum of 8-10 ft, and the depth a minimum of 6 ft. It must be made of schedule 40 pvc, and may have pvc lattice, netting, snow-fencing or similar material for backing and sides.

## SECTION 9

**Spectators:** Spectators are not permitted inside of any competition ring/area. Spectators must stay back from ring a minimum of 4 – 5 feet. This boundary may be marked by host club by additional gating, chalk lines or tape. Applause is encouraged as is cheering for the dog. Spectators are not to interfere with the performance of any dog in any way. Judges' discretion is to be used to determine interference. Spectators *with* dogs are not permitted near any competition area within 15 feet.

**Double Handling:** Double handling or interference is not permitted. If a Judge, CHU Representative or any official notices assistance or interference while a handler and dog are performing, the judge must act promptly to stop the double handling or interference. If the circumstances warrant the judge shall mark the dog failed for the competition when aid is received.

## SECTION 10

**Qualifying and Dis-Qualifying Performance:** All scoring for dogs performing will be scored as penalties, (addition of time on clock) or bonuses, (deletion of time on clock), and finally "Q" for Qualifying or "DQ" for Disqualifying. Further, each score will have a 1 to 4 ranking, with a 5 being the highest and 1 being the lowest. Final score/time will rank the dog's placement for awards. Keep in mind, a dog's ability to willingly and enthusiastically perform treibball herding with direction from its handler is the primary quality emphasized.

## **SECTION 11**

**Qualifying Scores, Awards and Titles:** Any dog receiving a qualifying score will be eligible for a title. A Team must have four (4) qualifying scores to achieve a title at any level. Titles will be awarded only once the Team has achieved qualifying scores during any sanctioned tournaments held at approved facilities or by approved host clubs.

For a dog or dogs to receive a qualifying performance, the Ring Judge must mark the dog with a passing performance and qualifying time. To earn a title, the dog and handler team must meet the requirements of the division, and level for which they are competing.

A dog or dogs receiving titles may use the title in any Canines and Humans United event. For example, a dog that has passed the CHU Treibball Dog Novice trial may use CHUTDN after its name. Championships may be used before the dog's name. A dog and handler team may choose to compete at any level indefinitely or work toward Championships within each level. Once a team has moved up and achieved championships at any level, they may not move down. CHU recognizes that not all teams may have the potential or capacity to compete at higher levels due to temperament/confidence, physical limitations, age limitations, etc. This policy will ensure that the team may enjoy competing indefinitely. Puppies may compete in Puppy Novice only.

The following are the CHU Treibball Dog Titles:

### **DRIVE GAME TITLES**

CHU Treibball Dog Novice:	CHUTDNA	
	CHUTDNB	4 legs each
	CHUTDN3	10 legs qualified
	CHUTDN2	10 legs qualified
	CHUTDN1	10 legs qualified
CHU Treibball Dog Intermediate:	CHUTDIA	4 legs qualified
	CHUTDIB	4 legs qualified
	CHUTDI3	10 legs qualified
	CHUTDI2	10 legs qualified
	CHUTDI1	10 legs qualified
CHU Treibball Dog Advanced:	CHUTDA	4 legs qualified
	CHUTDAB	4 legs qualified
	CHUTDA3	10 legs qualified (Bronze Level)
	CHUTDA2	10 legs qualified (Silver Level)
	CHUTDA1	10 legs qualified (Gold Level)
CHU Treibball Dog Expert:	CHUTDEA	4 legs qualified
	CHUTDEB	4 legs qualified
	CHUTDE3	10 legs qualified (Bronze Level)
	CHUTDE2	10 legs qualified (Silver Level)
	CHUTDE1	10 legs qualified (Gold Level)
Master Champion:	CHUTDECH, CHUTDECH2, CHUTDECH3,	
	GRAND CHUTDECH	all require 10 additional legs each and apply to all levels.

## **SKILLS TITLES**

CHU Treibball Skills Puppy Novice:	CHUTSPNA, CHUTSPNB (followed by age month, 2 legs each)
CHU Treibball Skills Dog Novice:	CHUTSDNA 4 legs each CHUTSDNB 4 legs each CHUTSDN3 10 legs qualified CHUTSDN2 10 legs qualified CHUTSDN1 10 legs qualified
CHU Treibball Skills Dog Intermediate:	CHUTSDIA 4 legs qualified CHUTSDIB 4 legs qualified CHUTSDI3 6 legs qualified CHUTSDI2 6 legs qualified CHUTSDI1 6 legs qualified
CHU Treibball Skills Dog Open:	CHUTSDOA 4 legs qualified CHUTSDOB 4 legs qualified CHUTSDO3 4 legs qualified (Bronze Level) CHUTSDO2 4 legs qualified (Silver Level) CHUTSDO1 4 legs qualified (Gold Level)
Master Champion:	CHUTSDOCH, CHUTSDOCH2, CHUTSDOCH3, GRAND CHUTSDOCH all require 10 additional legs each and apply to all levels.

## **CHALLENGE GAMES TITLES**

*Rapid Fire, Hide N Seek, Reverse Herding, Clock Work, Call Ball*

CHU Treibball Games Dog Novice:	CHUTGDNA CHUTGDNB 4 qualified legs each CHUTGDN3 10 qualified legs CHUTGDN2 10 qualified legs CHUTGDN1 10 qualified legs
CHU Treibball Games Dog Intermediate:	CHUTGDIA CHUTGDIB 4 qualified legs each CHUTGDI3 10 qualified legs CHUTGDI2 10 qualified legs CHUTGDI1 10 qualified legs
CHU Treibball Games Dog Open:	CHUTGDOA CHUTGDOB 10 qualified legs CHUTGDO3 10 qualified legs CHUTGDO2 10 qualified legs CHUTGDO1 10 qualified legs
Master Champion:	CHUTGDOCH, CHUTGDOCH2, CHUTGDOCH3, GRAND CHUTGDOCH all require 10 additional legs each and apply to all levels.

\*\*\*\*the following abbreviations shall be added on the end of title to identify which game the Team has titled in.  
RF = Rapid Fire, HS = Hide 'N' Seek, RH = Reverse Herding, CB = Call Ball, DD = Dueling Dogs, CW = Clock Work (CHUTGDNB3-HS)

## SECTION 12

### TREIBBALL GAME RULES

**A. Size of Field/s:**

Classic Ring Size: 45 X 50 (Novice) (Increases in length by 10ft per level)  
Skills Ring Size: 50 X 75 (wide by long)

**B. Goal/Net/Pen:** The width of the goal must be a minimum of 8-10 ft, and the depth a minimum of 6 ft. It must be made of schedule 40 pvc, and may have pvc lattice, snow-fencing or similar material for backing and sides. There shall be a clearly marked goal line and a clearly marked goal crease/handler area of 4 feet around the front and sides of goal.

**C. Balls:** Balls may range in size from 15cm to 75cm and should be sized appropriate to dog/s. Intermediate and up levels may use odd shaped balls or have different sizes on field during play.

**D. Handler Equipment:** The handler may utilize a Treibball Staff during play. The staff may be made of wood, pvc or similar material. It must be no longer than 48" and may not be thicker than 3/4", it may have ball on the end or crook. The staff may only be used to hold a ball or pull ball to net once it has entered the goal crease/handler area. Penalty time is incurred if the staff is used to change, hold a ball not entered the handler area or redirect the ball.

**E. Cue Devices:** The use of clickers or herding whistles may be used in Treibball. Clickers may only be used in Novice A only. Food reward is not allowed after Novice. Herding whistles or similar whistles may be used at any level.

**F. Duration of play:** The Handler shall have 15 seconds to set the dog in place on the Start of Play Mark and return to net. The dog may have 3 breaks in position before disqualification. Any breaks do not re-start the 15 second time frame. The Start of Play Mark will be to the left of the balls even with the second row, perspective is from standing in goal looking out to playing field. The total limit of time to each game in all Specialist and Novice A levels shall be 10 minutes, Novice B shall be 9 minutes. The total limit of time to each game in all Intermediate and Advanced levels shall be 8 minutes. The total limit of time to each game in Expert levels shall be 7 minutes.

Division	Time	Help	Treats
SP4 or SP6	10 Minutes	Unlimited	6 Times
Novice A	10 Minutes	5 Times	4 Times
Novice B	9 Minutes	3 Times	2 Times
Intermediate	8 Minutes	Once in A & B	Once in A
Advanced	8 Minutes	Once in A	None
Expert	7 Minutes	None	None

- G. **Set Up of Balls:** A total of eight balls, unless Junior Novice and Specialist, are stacked in rows of 4 for first row, 3 for second row and 1 for third row – this becomes the point ball. Any color, size or shaped ball may be the point ball. The first row is defined as part of the stack that dictates distance from goal. The classes of Advanced and Expert the field width may also be increased to 50 feet wide, 45 feet is the minimum width of all fields of play. See chart.

Class	1 <sup>st</sup> Row Placement	Field or Ring Size
Novice	25 feet	45 X 50
Intermediate	30 feet	45 X 60
Advanced	35 feet	45 X 70
Expert	35 feet	45 X 70

- H. **Start of Play:** The dog is placed in a down even and between the first and second row of stacked balls in a tradition ball set up. The dog is moved in distance as the field of play may increase. The Handler will hold the Treibball Staff with both hands in front of their body to signal the Field Judge that they are ready. If the Handler is not using a staff, the Judge may deem when the Handler is ready, usually with direct eye contact or after a 3 second stillness. The Judge will raise their right hand in silence to indicate the Handler may begin. The first cue, be it verbal, whistle, clicker or any cue will start the timer/clock. Once all balls are in the goal, the dog must down and the time will stop.
- I. **Sending the dog from the Start of Play Mark:** At the Start of Game, the Handler will send their dog to the Point Ball and begin the drive. The dog must enter the field of play from the Start of Play Mark and go directly to stack. There is no penalty if the dog does not go directly to the point ball in traditional drive games. The Team will sustain either Penalties or Bonuses during play. See penalties or awards sections.
- J. **Dog's Method of Drive:** The dog may use any part of the body to drive the balls. Any part with the exception of the teeth and bottom of the paws. The dog may not bite at the ball, this includes nipping. The dog may not claw at the ball to drive the ball. The dog may use its feet, including bottoms, to free a ball from the corners or gain access behind the ball only.
- K. **Tandem Teamwork:** If working with 2 dogs, dogs must be alternated on send outs for the ball. For example: Dog A drives in one ball, Dog B is then sent out for another ball, and so on. Dog A cannot be sent out again until Dog B brings a ball in and must remain in the Goal Crease/Handler Area until Dog A brings a ball in. Should Dog B encroach on the field during Dog A's run, there shall be a 15 second penalty applied for each encroachment. Handler must be able to control each dog and work the balls (urban sheep).
- L. **Goal Crease/Handler Area:** A 4 foot boundary around the goal in front of goal line and both sides of the goal itself. In this area the Handler may move about and cue the dog freely. It must be clearly marked and the Handler may not

step beyond markings without penalty. There is no boundary in the rear of net, the Handler may not go behind the goal. The Handler may touch the dog in the Handler Area only, they may not physically direct the dog in any direction by touch or pushing anywhere on the field. The dog does not have to work the balls once entered into this area unless the ball is wedged behind the back wall/fencing and the side of the net. This corner area must still be worked by the dog and not touched by the handler.

M. **Ending Play:** Play ends when either all balls are in the goal and dog downs, (both of which must happen in a qualifying game), or time limit exceeds.

N. **Scoring:** All eight balls, or less if Junior Novice or Specialist is competing, must cross the goal line. The dog must down to stop the clock and end the play. One team on the field of play at a time, unless competing in Team or Brace. The score is based on time, awards and penalties. Awards are achieved by subtracting time and penalties are achieved by adding time to the total end of play time. Field and Line Judges will confer at the end of each play to confirm total penalties, awards and/or time. The least amount of time taken to pen all balls on playing field determines placements.

## SECTION 13

### AWARDS

- Dog brings point ball to goal with one (1) cue. Cue may be verbal alone, hand alone, whistle alone, or as combined as verbal and staff or hand, whistle and staff or hand. The team is awarded with 20 seconds off of total end time.
- Dog brings point ball to goal with two (2) cues. Cues may be verbal alone, hand alone, whistle alone, or as combined as verbal and staff or hand, whistle and staff or hand. The team is awarded with 10 seconds off of total end time.
- Dog brings point ball to goal with three (3) cues. Cues may be verbal alone, hand alone, whistle alone, or as combined as verbal and staff or hand, whistle and staff or hand. The team is awarded with 5 seconds off of total end time.
- Dog drives two or more balls at once at any time during play to goal, the drive must be actual and not accidental momentum towards the net. The team is awarded 5 seconds off of total end time per each occurrence not each ball.

## **SECTION 14**

### **DRIVE GAME PENALTIES**

#### **10 Second Penalties**

- Handler gives food beyond 12” of goal line.
- Dog paws at ball in excess.
- Dog paws at ball while driving to goal.
- Excessive barking, so as to distract from game or cues.

#### **15 Second Penalties**

- Dog enters playing field, but goes to handler before driving first ball in. (on start cue).
- Dog enters playing field and approaches the stack by going between the handler and first row.
- Handler enters/encroaches field of play in any fashion to help/direct the dog. after allotted amount of helps, i.e., Novice divisions allow 4 helps in Division A.
- Handler uses staff or body part (hand, knee, foot, etc) to redirect ball outside of boundary area.
- Ball is redirected or stopped by handler inadvertently while out on playing field.
- Ball is driven off of field or out of play.
- Tandem dog waiting encroaches field of play while other dog is working field.

#### **30 Second Penalties**

- Harsh tone of voice, gestures, pressure or corrections.
- Biting at ball/s.
- Handler drops food on field, Novice level.
- Handler treats more than 4 times in Novice A.
- Handler treats more than 2 times in Novice B.
- Handler treats more than once in Intermediate A.

## SECTION 15

### Drive Game Disqualifying Reasons

Disqualifying Reasons Common to All Exercises: The Ring Judge will mark competitors with a disqualifying performance during any portion of the trial for the following reasons:

- Refusal to perform.
- Any dog that is not under the handler's control.
- A dog that eliminates on the playing field.
- A dog that destroys the ball by biting or clawing, "killing the sheep".
- The dog leaves the ring without a leash.
- The dog leaves the ring during play.
- Double handling.
- Bitches dogs in heat.
- Dogs that show aggression to the Ring Judge.
- Dogs that show aggression to other dogs inside or outside of ring even with escort.
- The handler or dog in violation of any specific tournament or site regulations.
- A handler who uses harsh language or tones at his dog at any time to maintain control of his dog, inside or outside of the testing area.
- The handler physically or verbally abuses the dog in the ring, out of ring or anywhere on trial grounds. This will include parking lots, potty areas, etc. An incident report must be filed.
- The handler who abuses the dog or fails to show consideration for the dog's welfare, physically or psychologically. An incident report must be filed.
- Any unsportsmanlike behavior. This may include arguing with Ring Judge. An incident report may be required.
- Team takes longer than 15 seconds to set up.
- Dog breaks starting down position more than 3 times.
- Time expiration.
- Purposeful distraction of dog by competitor outside of ring, distracting competitor will be given an automatic DQ and may be excused for duration of trial. An incident report must be written.
- Tandem dogs sent out of order.

## SECTION 16

### THE GAMES DEFINED

#### Drive Games:

- a) **Treibball Dog Novice**: Junior Novice 4, 6 or 8 ball will fall under all Novice Division rules and guidelines. Balls are size appropriate and use a traditional triangle stack. Traditional set up and basic guidelines are rules of play for Novice and Junior Handler Divisions. Handler may cross the line 5 times in Division A, in Division B the Handler may cross the line 3 times. The Handler may use treats at the goal line only. In Division A the Handler may treat 4 times and in Division B the Handler may treat 2 times. The size of the field is 45 ft X 50 ft. The Team shall have 10 minutes to pen all balls on the field in Junior, Specialist 4 or Specialist 6 and Division A. Division B shall have 9 minutes to pen all balls on the field.
- b) **Treibball Dog Intermediate**: Balls are size appropriate and use a traditional triangle stack. Traditional set up and basic guidelines are rules of play for Novice and Junior Handler Divisions. The size of field shall also increase to 45 x 60, with stack adjusted to the midfield mark. Handler may cross the line 1 times in Division A and in Division B. The Handler may treat the dog at the goal line once in Division A. The Handler may not treat the dog in Division B. The team shall have 8 minutes to pen all balls on the field.
- c) **Treibball Dog Advanced**: Balls may vary in size and shape. Stacks may be in separate stacks and arrangements. Only one obstacle may be used on the field of play and may not be used to hide designated point ball. Traditional set up and basic guidelines are rules of play. The size of the field shall also increase to 45 X 70, with stack adjusted to the midfield mark. Handler may cross the line 1 times in Division A, in Division B the Handler may not cross the line. No treats are allowed. The team shall have 8 minutes to pen all balls on the field.
- d) **Treibball Dog Expert**: Balls may vary in size and shape. Stacks may be in separate stacks, arrangements and the use of obstacles and distractions such as food bowls and bait are allowed. Obstacles or distractions may hide designated point ball. The balls may be stacked in separate groups and in different areas on the field for set up, Ring Judge will determine point ball and designate which cluster to be driven in first or which colors driven in first. The point ball and designated cluster will be the same for all classes. Handler may not cross the Handler Zone Line without incurring a DQ. The team shall have 7 minutes to pen all balls on the field. Field is 45 X 70.

## Skills Games:

- e) **Treibball Skills Dog Novice:** Junior Novice 4, 6 or 8 ball will fall under all Novice Division rules and guidelines. Balls are size appropriate; up to 2 balls may be used. Division A will use (1) one ball and Division B will use (2) two balls. The team shall be scored on points and must have a minimum of 50% in all areas to qualify. Dogs will be sent out from goal line not Start of Play Mark and perform within 4 feet of ball. The following are required skills to be performed in any order as designated by Ring Judge and shall be the same for entire class.
1. Go Out and Sit 20 feet; must perform from left and right.
  2. Go Out and Down 20 feet; must perform from left and right.
  3. Go Out and Stand 20 feet; must perform from left and right.
  4. Go Out and Back Up 20 feet; must perform from left and right.
- f) **Treibball Skills Puppy Novice:** Junior Novice 4, 6 or 8 ball will fall under all Novice Division rules and guidelines. Balls are size appropriate; only (1) one ball may be used. The team shall be scored on points and must have a minimum of 50% in all areas to qualify. Puppies will be sent out from goal line not Start of Play Mark and perform within 4 feet of ball. Puppies may be on leash or off. Handlers will not be penalized for walking out with the puppy to the designated area. Titles earned in this category/game will account for one half of the requirements as set forth for adult dogs, i.e. 2 legs toward adult title. "B" Division Titles will have age in months indicated on the Title. There are no championships in this category. The following are required skills to be performed in any order as designated by Ring Judge and shall be the same for entire class.
5. Go Out and Sit 20 feet; must perform from left and right.
  6. Go Out and Down 20 feet; must perform from left and right.
  7. Go Out and Stand 20 feet; must perform from left and right.
  8. Go Out and Back Up 20 feet; must perform from left and right.
- g) **Treibball Skills Dog Intermediate:** Balls are size appropriate; up to 5 balls may be used. Division A will use (2) two balls and Division B will use (5) five balls. Traditional set up and basic guidelines are rules of play for Novice and Junior Handler Divisions. The team shall be scored on points and must have a minimum of 50% in all areas to qualify. Dogs will be sent out from goal line not Start of Play Mark and perform within 4 feet of ball. The following are required skills to be performed in any order as designated by Ring Judge and shall be the same for entire class.
1. Go Out and Sit 30 feet; must perform from left to right behind each ball, then drive balls in while moving from right to left.
  2. Go Out and Down 30 feet; must perform from left to right behind each ball, then drive balls in while moving from right to left.
  3. Go Out and Stand 30 feet; must perform from left to right, then recall at last ball without driving balls.
  4. Go Out and Back Up 30 feet; must perform from left to right, then recall at last ball without driving balls.
- An example of run order in Division A would be as follows: 1. Stand 2. Back-Up 3. Sit 4. Down When performing numbers 3 and 4, there are three ways this can

be run and must be run the same for the entire class, assuming the Stand and Back-Up have already been performed.

Example A: dog goes on the On-By command and Sits behind ball one, then is adjusted to ball two with an additional On-By command given and Sits, to be finished with a That Will Do or similar release to come to the handler – no ball is pushed yet. The dog is resent out on the Away command and Sits behind ball and is ordered to push, dog is resent out on the Away command and Sits behind ball and is ordered to push the ball to the handler. Balls are reset and this procedure is repeated only in the down.

Example B: same as Example A but no pushing on Sits, only on the Downs.

Example C: same as Example A, performing On-By commands for Sits and no pushing on Sits followed by Away commands for Downs and pushing balls in on each Down command.

h) **Treibball Skills Dog Open:** Balls may be any size or shape, 5 to 8 balls may be used. Dogs will be sent out from goal line not Start of Play Mark and perform within 4 feet of ball.

1. Go Out and Circle/Go Around: Dog must go out and circle each ball on field and recall when completed.
2. Go Out The Furthest: Dog must go out and sit behind balls spaced at 30 feet, 40 feet and 50 feet.
3. Scattered Sheep: Balls are dispersed at random and the dog must drive in each ball in designated order as called by Ring Judge. The order will be the same for the entire class, balls may be numbered or by color or by size.
4. Like Clockwork: Balls are placed on the field as if it were the face of a clock and the dog must go out and perform a sit, down or stand with at least a 2 step back-up before driving the ball in and moving to the next ball or until all balls are driven in.

## SECTION 17

### Skills Games Scoring

Skills games are just that, games based on Treibball Skills. Each team, dog and handler or tandem dogs and handler, will perform to the best of their ability each set of skills as defined by the class entered. Junior Novice 4, 6 or 8 ball will fall under all Novice Division rules and guidelines. The Age Division shall be as Puppy and Adult. There is no Size Division. The games begin with the team in the goal net, and the handler sends the dog out to the area (set of skills being tested) as directed by the Ring Judge. All tasks will be performed within 4 feet of the directed ball or field placement. There is no time limit, and cues must be kept at a minimum. Handlers are permitted 2 cues per skill before accruing extra cue penalties in Novice divisions only. All other divisions are allowed one cue before accruing extra cue penalties. Balls are size appropriate to the dog/s. The team shall be scored on points and must have a minimum of 50% in all areas to qualify. Dogs will be sent out from goal line not Start of Play Mark and perform within 4 feet of ball. The order and ball placement shall be the same for entire class. See each level for rules defined.

## SECTION 18

### Skills Games Penalties

#### 1/2 - 1 Points

- Extra Cues
- Incidental Bump of Ball
- Crooked line-up (not perpendicular to handler and paws out of lines)
- Wrong position, initially and having a corrected command given (downs instead of sit, or sit instead of down, etc)

#### 2 – 3- Points

- Sits beside ball or before ball
- Breaks position
- Treats greater than 4 times in Division A Novice
- Treats greater than 12” from goal line

#### 4 – Up Points

- Drops Food (either dog or handler)
- Goes out greater than 4ft feet from ball
- Goes out and performs task greater than 4 feet from ball or designated place on field
- Treats greater than 2 times in Division B Novice
- Handler encroaches the field or foot faults

## **SECTION 19**

### **Skills Games Disqualifying Reasons**

Disqualifying Reasons Common to All Exercises: The Ring Judge will mark competitors with a disqualifying performance during any portion of the trial for the following reasons:

- Use of treats beyond Novice.
- Refusal to perform.
- Any dog that is not under the handler's control.
- A dog that eliminates on the playing field.
- A dog that destroys the ball by biting or clawing, "killing the sheep".
- The dog leaves the ring without a leash.
- The dog leaves the ring during play.
- Double handling.
- Bitches dogs in heat.
- Dogs that show aggression to the Ring Judge.
- Dogs that show aggression to other dogs inside or outside of ring even with escort.
- The handler or dog in violation of any specific tournament or site regulations.
- A handler who uses harsh language or tones at his dog at any time to maintain control of his dog, inside or outside of the testing area.
- The handler physically or verbally abuses the dog in the ring, out of ring or anywhere on trial grounds. This will include parking lots, potty areas, etc. An incident report must be filed.
- The handler who abuses the dog or fails to show consideration for the dog's welfare, physically or psychologically. An incident report must be filed.
- Any unsportsmanlike behavior. This may include arguing with Ring Judge. An incident report may be required.
- Team takes longer than 15 seconds to set up.
- Dog breaks starting down position more than 3 times.
- Time expiration.
- Purposeful distraction of dog by competitor outside of ring, distracting competitor will be given an automatic DQ and may be excused for duration of trial. An incident report must be written.
- Tandem dogs sent out of order.

## SECTION 20

### THE CHALLENGE GAMES DEFINED AND RULES

#### **RAPID FIRE:**

**Rapid Fire Novice:** The Handler stays within a 56” square area as marked and directs the dog to the right (clockwise), around a set of four balls which are set away 36” on center from the outer edge of the Handler Area. The Handler Area for all divisions is a 56” square. The balls are set according the outer edge of the Handler Area for all divisions. The dog is to push each ball to the Handler as quickly as possible. Once the “right or clockwise” direction is completed without hesitation the dog is then directed back to the “left or counter clockwise direction”. Each handler and dog team will be assigned a neutral Ball Setter to reset the balls once they have been pushed. The Ball Setter will work behind the Handler to do so. Cones may be used to hold the balls lightly in place. Junior Division will perform the same distance as Adult Divisions due to the limited amount of balls used, but will be allotted 10 extra seconds for each level.

The game begins with the team in the Handler Area and the dog may start anywhere between the 1<sup>st</sup> and 4<sup>th</sup> ball as designated by the Ring Judge. The dog may start in any position, sit – down - stand. At the first cue by handler, the handler sends the dog out to the first ball and cues to push and continues in sequence and then immediately reverses the sequence as fast as possible. The dog must stay on the perimeter and may not cross between the ball and handler at any time. Balls must be pushed in sequence. The time is stopped by the dog in a down position. Dog may down anywhere to stop the clock. The Team must qualify in each Division before moving up to the next. The Open Division is for Championships and is continuous lapping. This means that if the Team completes the challenge in the allotted time, they must try to complete an additional lap as much as possible and the lapped time plus amount of balls pushed determine placement.

<b>Division</b>	<b>Measurements</b>	<b>Time</b>	<b>Cue/s</b>
Novice	36” on center	1 minute 10 seconds	up to 3 ea ball
Intermediate	46” on center	1 minute 8 seconds	up to 2 ea ball
Advanced	56” on center	1 minute 5 seconds	one cue ea ball
Open	56” on center	1 minute 5 seconds	one cue ea ball

## SECTION 21

### Challenge Games Scoring

Challenge games are just that, games based on Treibball Skills with a real challenge for accuracy and speed. Each team, dog and handler or tandem dogs and handler, will perform to the best of their ability each set of challenges/skills as defined by the class entered. Junior Division will fall under most Novice Division rules and guidelines. Balls are size appropriate to the dog/s. The team shall be scored either by time or on points that may be specialized to each game to qualify per rules specific to each challenge game.

## SECTION 22

### Challenge Game Penalties

2 Seconds Added

- Extra Cues
- Dog circles ball before pushing
- Dog comes to handler before orienting to ball

5 Seconds Added

- Dog uses their feet
- Handler uses staff to pull the ball in any fashion outside of the Handler Area in Rapid Fire
- Handler used hand, foot or any body part to pull the ball in any fashion outside of the Handler Area in Rapid Fire

15 Seconds Added

- Handler encroaches past their zone or foot faults
- Dog comes to handler first
- Tandem dog out of turn
- Handler uses staff to pull the ball in any fashion outside of the Handler Area in Hide N Seek
- Handler used hand, foot or any body part to pull the ball in any fashion outside of the Handler Area in Hide N Seek
- Dog uses teeth in any Challenge Game

#### Abbreviations:

ABBREV	INFRACTION	ADDED PENALTY TIME
BB	Bites Ball/Teeth	15 Sec
CC	Circles Ball	2 Sec
DF	Dog Uses Feet	5 Sec
EC	Extra Cue	2 Sec
FF	Foot Fault	5 – 15 Sec (game depending)
FS	False/Improper Start	2 Sec
OC	Off Course	DQ
OT	Out of Time	DQ
RF	Refusal	DQ
US	Use of Staff/Hand	5 – 15 Sec (game depending)

## **SECTION 23**

### **Disqualifying Reasons**

Disqualifying Reasons Common to All Exercises: The Ring Judge will mark competitors with a disqualifying performance during any portion of the trial for the following reasons:

- Rapid Fire balls out of sequence is considered an off course.
- Refusal to perform.
- Any dog that is not under the handler's control.
- A dog that eliminates on the playing field.
- A dog that destroys the ball by biting or clawing, "killing the sheep".
- The dog leaves the ring without a leash.
- The dog leaves the ring during play.
- Double handling.
- Bitches dogs in heat.
- Dogs that show aggression to the Ring Judge.
- Dogs that show aggression to other dogs inside or outside of ring even with escort.
- The handler or dog in violation of any specific tournament or site regulations.
- A handler who uses harsh language or tones at his dog at any time to maintain control of his dog, inside or outside of the testing area.
- The handler physically or verbally abuses the dog in the ring, out of ring or anywhere on trial grounds. This will include parking lots, potty areas, etc. An incident report must be filed.
- The handler who abuses the dog or fails to show consideration for the dog's welfare, physically or psychologically. An incident report must be filed.
- Any unsportsmanlike behavior. This may include arguing with Ring Judge. An incident report may be required.
- Team takes longer than 15 seconds to set up.
- Dog breaks starting down position more than 3 times.
- Time expiration.
- Purposeful distraction of dog by competitor outside of ring, distracting competitor will be given an automatic DQ and may be excused for duration of trial. An incident report must be written.
- Tandem dogs sent out of order.

## SECTION 24

### HIDE 'N' SEEK

**Hide 'N' Seek Novice:** The field is set up with a 6 ball stack in a 3,2,1 set up and balls number 7 and 8 are small enough to fit and roll out of 2 standard agility tunnels of no less than 10 ft in length with one ball in each tunnel. Size of field is 45 ft X 50 ft. Dog starts next to handler.

The games begin with the Handler and Dog starting within the Handler Area and the first cue is the same as in the Classic Drive Game sending the dog out from the Handlers left to right to bring in the 6 stack of balls. The dog must start in a down anywhere in the Handler area. Once the initial stack is cleared from the field, the Handler then sends the dog out to either tunnel to retrieve the last two balls one at a time. The dog may not run through both tunnels without having brought a ball to goal in-between once competing in Division B. Dog may take one tunnel out of order from stack in Division B, though that ball may not cross goal line or enter Handler Area ahead of stack balls. All times and core rules are the same as Classic Drive Games with the exception of dog start mark. The time is stopped by the dog in a down position. Dog may down anywhere to stop the clock. The Team must qualify in each Division before moving up to the next. See diagram for field set up.

**Hide 'N' Seek Intermediate:** The field is set up with a 6 ball stack in a 3,2,1 set up and balls number 7 and 8 are small enough to fit and roll out of 2 standard agility tunnels of no less than 10 ft in length with one ball in each tunnel. Size of field is 45 ft X 60 ft. Dog starts in traditional start area.

The games begin with the Handler within the Handler Area and the first cue is the same as in the Classic Drive Game sending the dog out from the Handlers left to right to bring in the 6 stack of balls. The dog must start in the traditional start area and in a down. Once the initial stack is cleared from the field, the Handler then sends the dog out to a designated tunnel to retrieve the last two balls one at a time. The Handler must indicate which tunnel the dog will go through first prior to start of the game. The dog may not run through both tunnels without having brought a ball to goal in-between. All times are the same as Classic Drive Games. The time is stopped by the dog in a down position. Dog may down anywhere to stop the clock. The Team must qualify in each Division before moving up to the next. See diagram for field set up.

**Hide 'N' Seek Open:** The field is set up with a 5 ball stack in a 3,2,1 set up (the point ball will be set away from the 3,2 stack) and balls number 7 and 8 are small enough to fit and roll out of 2 standard agility tunnels of no less than 10 ft in length with one ball in each tunnel. The size of the field is 45 ft X 70 ft. Dogs starts in traditional start area.

The games begin with the Handler within the Handler Area and the first cue is the same as in the Classic Drive Game sending the dog out from the Handlers left to right to bring in the 6 stack of balls. The dog must start in the traditional start area and in a down. Once the initial 3,2 stack is cleared from the field, the Handler then sends the dog out to either tunnel to retrieve one of the last two

balls, followed by the (1) ball and finally through the last tunnel for the last ball. The dog may not run through both tunnels without having brought a ball to goal in-between. All times are the same as Classic Drive Games. The time is stopped by the dog in a down position. Dog may down anywhere to stop the clock. The Team must qualify in each Division before moving up to the next. See diagram for field set up.

<b>GAME &amp; DIVISION</b>	<b>TUNNEL FAULTS ALLOWED</b>
Hide N Seek Novice A	2 Tunnels
Hide N Seek Novice B	1 Tunnel
Hide N Seek Intermediate	0 Tunnels, must call tunnel before start of game
Hide N Seek Open	0 Tunnels, must call tunnel before start of game

## **SECTION 25**

### **Challenge Game Penalties**

2 Seconds Added

- Extra Cues
- Dog circles ball before pushing
- Dog comes to handler before orienting to ball

5 Seconds Added

- Dog uses their feet
- Handler uses staff to pull the ball in any fashion outside of the Handler Area in Rapid Fire
- Handler used hand, foot or any body part to pull the ball in any fashion outside of the Handler Area in Rapid Fire

15 Seconds Added

- Handler encroaches past their zone or foot faults
- Dog comes to handler first
- Tandem dog out of turn
- Handler uses staff to pull the ball in any fashion outside of the Handler Area in Hide N Seek
- Handler used hand, foot or any body part to pull the ball in any fashion outside of the Handler Area in Hide N Seek
- Dog uses teeth in any Challenge Game

## SECTION 26

### Disqualifying Reasons

Disqualifying Reasons Common to All Exercises: The Ring Judge will mark competitors with a disqualifying performance during any portion of the trial for the following reasons:

- Excessive Tunnel Faults are considered an off course.
- Refusal to perform.
- Any dog that is not under the handler's control.
- A dog that eliminates on the playing field.
- A dog that destroys the ball by biting or clawing, "killing the sheep".
- The dog leaves the ring without a leash.
- The dog leaves the ring during play.
- Double handling.
- Bitches dogs in heat.
- Dogs that show aggression to the Ring Judge.
- Dogs that show aggression to other dogs inside or outside of ring even with escort.
- The handler or dog in violation of any specific tournament or site regulations.
- A handler who uses harsh language or tones at his dog at any time to maintain control of his dog, inside or outside of the testing area.
- The handler physically or verbally abuses the dog in the ring, out of ring or anywhere on trial grounds. This will include parking lots, potty areas, etc. An incident report must be filed.
- The handler who abuses the dog or fails to show consideration for the dog's welfare, physically or psychologically. An incident report must be filed.
- Any unsportsmanlike behavior. This may include arguing with Ring Judge. An incident report may be required.
- Team takes longer than 15 seconds to set up.
- Dog breaks starting down position more than 3 times.
- Time expiration.
- Purposeful distraction of dog by competitor outside of ring, distracting competitor will be given an automatic DQ and may be excused for duration of trial. An incident report must be written.
- Tandem dogs sent out of order.
- Dog enters both tunnels without bringing balls to handler – Intermediate and higher
- Dog enters both tunnels without alternating bringing balls to handler – Intermediate and higher
- Dog enters tunnel/s without bringing any balls to handler from stack – Intermediate and higher

## Abbreviations:

ABBREV	INFRACTION	ADDED PENALTY TIME
BB	Bites Ball/Teeth	15 Sec
DF	Dog Uses Feet	5 Sec
EC	Extra Cue	2 Sec
FF	Foot Fault	5 – 15 Sec (game depending)
FS	False/Improper Start	2 Sec
TF	Tunnel Fault	5 Sec - DQ
OC	Off Course	DQ
OT	Out of Time	DQ
RF	Refusal	DQ
US	Use of Staff/Hand	5 – 15 Sec (game depending)

## SECTION 27 In Development:

Team vs. Team Games  
Reverse Herding  
Dueling Dogs  
Call Ball