TREIBBALL ASSOCIATION OF NEW ZEALAND

REGULATIONS

1. OVERVIEW

The aim of Treibball is for the dog, under the direction of the handler, to drive eight balls from their position on the field of play into the goal. The handler is stationed in front of the goal and may not leave it, and uses voice cues, signals or whistles to instruct the dog. A time limit is set, within which the dog must bring all the balls to the goal. Bonus points and penalty points are given by the judge for particular actions, and these are translated into seconds, which are then added to or subtracted from the dog's time to achieve a final score. If the dog has collected all the balls within the time limit and has met certain other criteria, a Qualifying Certificate is earned and counts toward a Treibball award. The dog with the lowest score wins the class.

There are six grades of competition. In the initial stages, the dog may bring the balls to the goal in any order and over a clear field of play. At higher levels, the judge dictates the order in which the balls are to be brought in, and obstacles are also placed on the field of play which the dog must negotiate a ball over, through or around, according to the judge's instructions. Dogs earn various awards by successfully completing the course at each level, and at the top level, can earn a Champion or Grand Champion title.

Treibball is a sport that has a strong instinctive appeal to many dogs, satisfying the basic canine drive to hunt and chase. It is also a sport which can be undertaken by disabled dogs and dogs that have retired from other disciplines, being far gentler on the body than any other New Zealand dog sport, and is an ideal option for handlers with limited mobility. Therefore it must be administered, designed and judged in such a way that any type and any size of dog has a fair and equal opportunity to succeed, and must be open to dogs or handlers with physical disabilities, as long as they can take part safely and comfortably.

Treibball is a demonstration of control and teamwork between dog and handler. It is also a game, and should be regarded as such by handlers, instructors, officials, and dogs. All training and competition must be undertaken using positive reinforcement. The dog should demonstrate enjoyment, enthusiasm and confidence, and handlers should at all times demonstrate sportsmanlike behaviour and a sense of perspective.

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2. THE WORKING AREA

The working area consists of:

2.1 The Field Of Play

2.1.1 Measurements

The ideal field of play measures 50m x 25m, or no less than 22m x 10m if space is restricted.

2.1.2 The Surface

The surface must be level, be smooth enough to allow free movement of the balls, and provide safe, comfortable, non-slip footing for dogs and handlers.

2.1.3 Demarcation

The field of play must be surrounded by a barrier that clearly marks its boundary. A rope is acceptable, but it is strongly recommended that a solid barrier, such as netting, shade cloth, trellis, fencing, walls, etc, be used to prevent balls from rolling beyond the boundary, with due consideration for dog safety.

2.2 The Buffer Zone

Unless the boundary of the field of play is inaccessible (eg a solid wall or chain link fence), it must be surrounded by a roped or fenced buffer zone at least 2 metres wide, within which no dog, person, toy or food is permitted while a dog is working. This prohibition does not apply to officials who are undertaking their duties, nor to toys and food belonging to the handler currently competing.

2.3 The Goal

2.3.1 The goal is set with its back edge centred on the short edge of the field of play, facing straight down the length of the field of play. The goal line will be marked around it.

2.3.2 The goal must be 2.5 to 3 metres wide, deep enough to hold eight 75cm balls and high enough to prevent any ball from bouncing or being pushed over the top.

2.3.3 The goal must consist of three panels – a back and two sides. The panels must be constructed in such a way that neither dog nor balls can pass through, under or over them. In constructing the goal, prime consideration must be given to safety. The panels may not be constructed of any clear or translucent material and must be clearly visible to the dog. The goal may not have any sharp edges or components, and may not have any protrusions of any kind likely to catch either dog or handler. The goal may have a roof as long as it is high enough to allow the handler to comfortably pass under.

2.3.4 The goal must be securely fixed to the ground, or where this is not possible (eg on a concrete or wood floor), it must be stable enough to withstand the impact of a dog or person without falling over.

2.4 The Goal Line

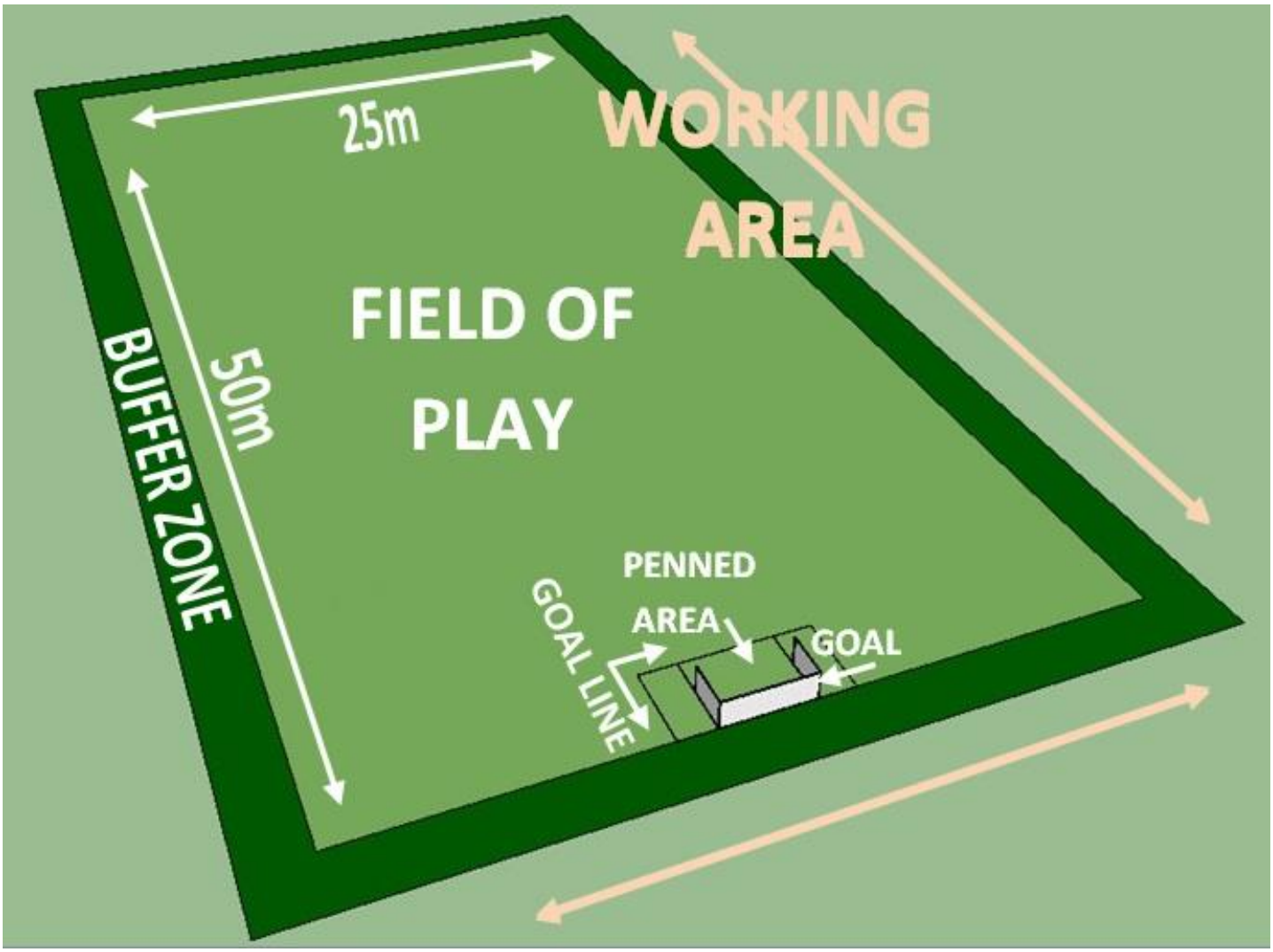
The goal line extends 1.2 metres from the front of the goal, and 1.2 metres from either side of the goal, forming a rectangular area that the handler must stay within at all times. The handler may block, but not push or direct, balls that cross the goal line.

2.5 The Penned Area

The penned area is the area inside the goal and extending 1.2m directly in front of it. It is marked by two lines extending forward from the sides of the goal to the goal line. Any ball that the dog pushes into the penned area is considered to be successfully “penned” and no longer in play (except in the case of 15.4). The handler may direct balls that are within this area.

2.6 Demarcation

The goal line and the penned area must be marked on the ground with a solid line, such as chalk, paint, or sticky tape, that is clearly visible both to the handler and to the line judge. Rope and plastic tape should be avoided if possible, as it presents a trip hazard.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WORKING
AREA
FIELD OF
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50m
BUFFER ZONE
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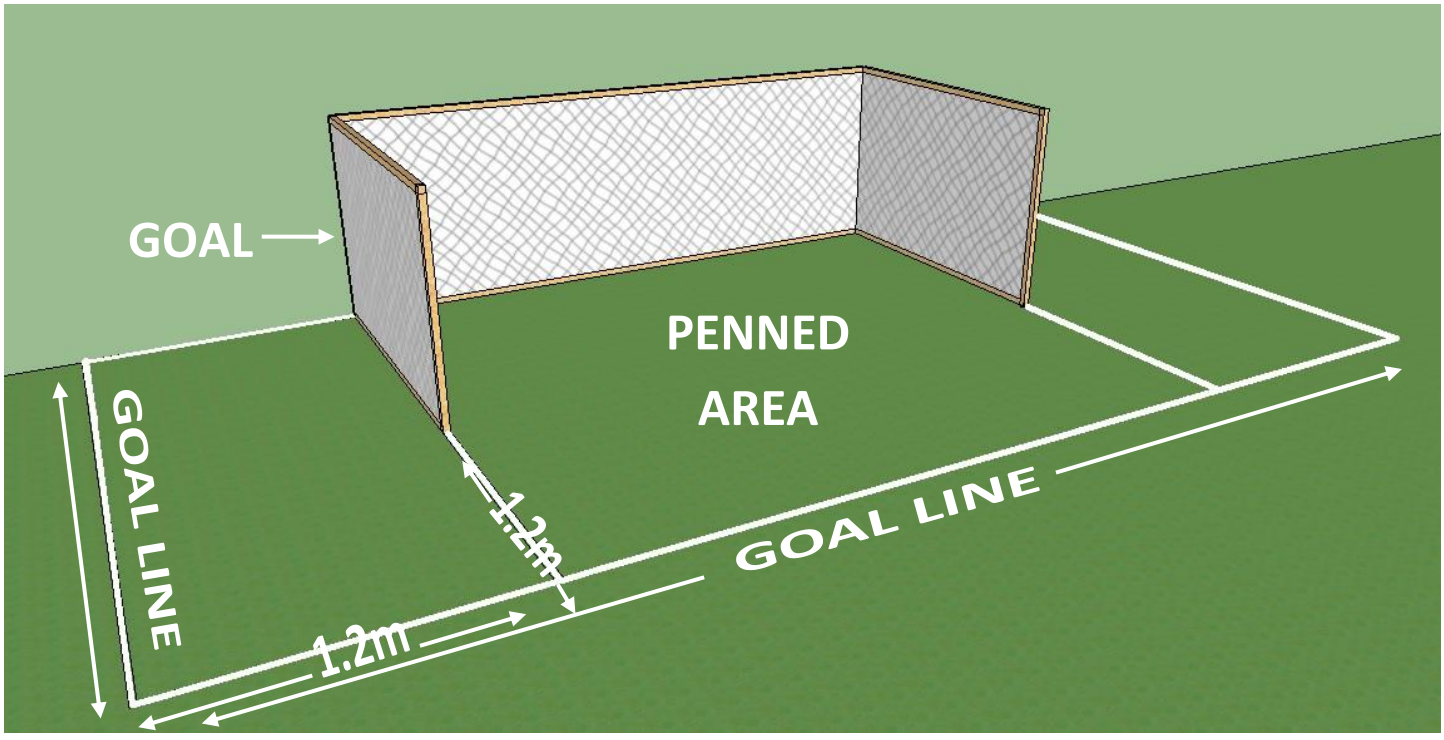
AREA
GOAL LINE
GOAL


GOAL
PENNED
AREA
GOAL LINE
1.2m
GOAL LINE
1.2m

3. THE BALLS

3.1 Size of Balls

A mixture of sizes may be used, but must be appropriate to the size of the dog. Large dogs will use balls between 55cm and 75cm in diameter. Small dogs will use balls between 35cm and 55cm in diameter.

3.2 Safety

The balls must be made of non-toxic materials and be of an inflatable type, not rigid, with enough "give" in them to absorb impact and prevent injury if the dog runs a ball into a solid object at speed. However, they must also be strong enough to withstand impact and the permitted driving activity of the dog.

3.3 Design

3.3.1 Balls may be any colour and may be marked with letters, numbers or other symbols that are clearly visible to judge and handler when the ball is out on the field of play.

3.3.2 In Beginners, Novice and Intermediate classes, the balls must be of a standard round shape and must not be weighted in any way, nor deflated so that they do not roll easily or correctly. In Advanced, Excellent and Masters classes, different shaped balls, such as peanut, oval or egg shaped, and weighted balls, may be used. Where shapes other than round are used, or balls are weighted, these factors may only be used to create less predictable movement, not to make balls more difficult to impel.

3.4 Set Up

3.4.1 In all classes except Masters, all or some of the balls are set up on the field of play in a triangular formation, with one single ball forming the point at the back, furthest from the goal. This ball is the point ball. Balls set up in the triangle may be no more than 60 cm apart, or 30cm for small dogs.

3.4.2 All balls on the field of play may be placed on top of a rubber or fabric ring to keep them in place. Rings must be low enough that they do not unduly impede the progress of any ball or present a trip or impact risk for the dog, and be soft enough that they do not cause discomfort if the dog stands on them.

4. THE OBSTACLES

4.1 Safety

4.1.1 All obstacles must be designed and built with the dog's safety in mind. There must be no sharp edges and no protuberances likely to catch or injure a dog. The obstacle must be clearly visible to the dog and no part of the obstacle may be clear or translucent. Consideration should be given to the limited colour vision of a dog to assist with visibility (blue, yellow, and white are most easily seen; red, green, pink and purple are not advised). The possibility of a ball becoming caught up or wedged must be minimised. Obstacles must be secured against excessive movement, be stable enough not to tip over through impact or weather conditions, and strong enough to withstand the use to which they will be put.

4.1.2 Obstacles must be set up with at least four metres of clear space in front of the exit side, and with a view to minimising the chance of a dog running a ball into any object at speed on completion of the obstacle.

4.2 Use Of Panels

In Advanced and Excellent, two panels 1m – 1.5 m long must be placed one on either side of the entry to the Tunnel, the Bridge, the Race and the Blind, to help the dog position the ball. The panels are placed so they form an inside angle of 120º - 180º. The ball is set up anywhere within the arc of these panels, at least 50cm from the obstacle itself. In Masters, no panels are used and the ball that is to negotiate a particular obstacle may be placed anywhere on the field of play. Panels may not be clear or translucent.

4.3 Conjoined Obstacles

In Masters only, two obstacles may be placed together with no gap in between, so that they effectively become one extended obstacle, eg. a Tunnel leading onto a Bridge, two Tunnels joined together or a Gate leading into a Race. No more than two obstacles may be conjoined, and such a conjunction must not involve any sudden turns or blocks which risk injury through collision. For example, it would not be permissible to place a Fence at a 45º or 90º angle to the end of a Tunnel. The safety of dogs moving at high speed and unable to see ahead clearly because of the ball must be the primary consideration.

4.4 Permitted Obstacles

4.4.1 Tunnel

The dog pushes the ball through the Tunnel. Any type of open ended tunnel may be used, however the ball that is to be driven through it must be at least 10cm smaller in diameter than the Tunnel and there must be little or no possibility of the ball becoming stuck or caught up. The Tunnel must be wide enough to permit easy passage of the dog. The Tunnel may be curved in Excellent and Masters only.

4.4.2 Bridge

The dog pushes the ball up and over the Bridge. The Bridge is a low A Frame shaped structure with raised sides that prevent the ball from rolling off. The Bridge may be any length but its apex must be no more than 50cm off the ground and the inside angle of the apex no less than 140º. The Bridge ramp must be between 1m and 1.5m wide and have a non-slip surface.

4.4.3 Fence

The ball is placed halfway along the Fence so that the dog must push it around the Fence to reach the goal. The Fence is a solid or semi-solid screen between 1m and 2m long and high enough to prevent a ball from bouncing or being pushed over the top.

4.4.4 Corner

Two Fences are placed end to end at an inside angle of between 90º and 120º, with no gap between. The ball is placed in the Corner so that the dog must push it out and around the Fences.

4.4.5 Gate

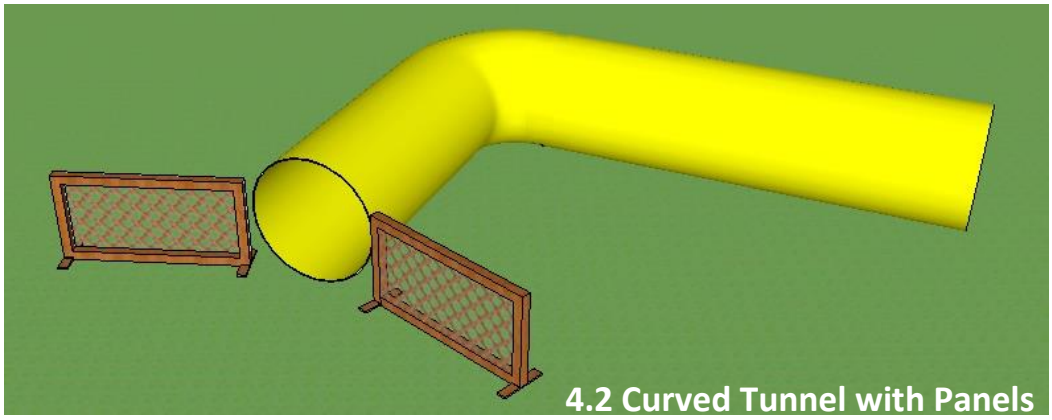
Two Fences are placed end to end at an inside angle of between 90º and 180º, with a gap of 1m to 1.5m between them. The ball is placed anywhere along the length of either Fence, but no closer than 50cm to the gap. The ball must be driven through the gap between the Fences.

4.4.6 Race

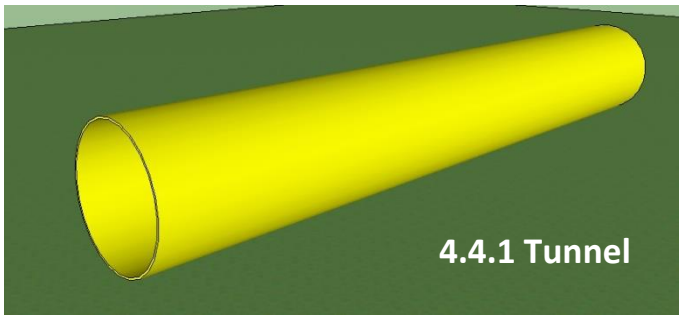
Two Fences are placed lengthwise parallel to each other with a gap of 1m to 1.5m between them. The ball must be driven between the two Fences.

4.4.7 Blind

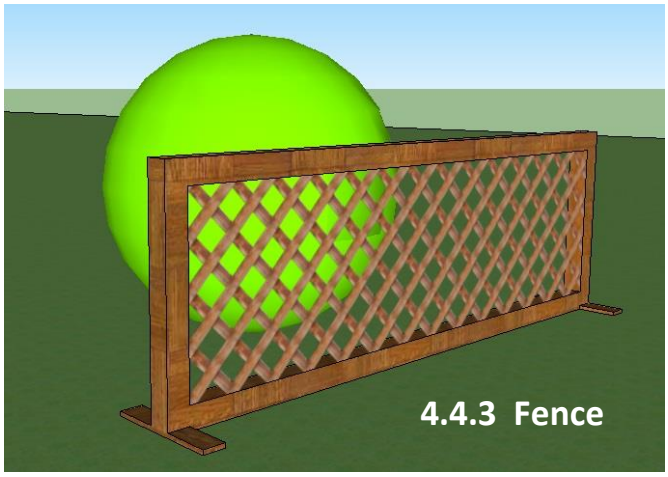
The Blind is a fabric or plastic curtain attached to the top of a framework so that it moves freely. The Blind is 1.5m to 2m long and at least 90cm high, the bottom no more than 10cm off the ground. The fabric must be light enough that a small dog can easily push a ball through it. The Blind should not be used in wet weather due to its increased weight and resistance.

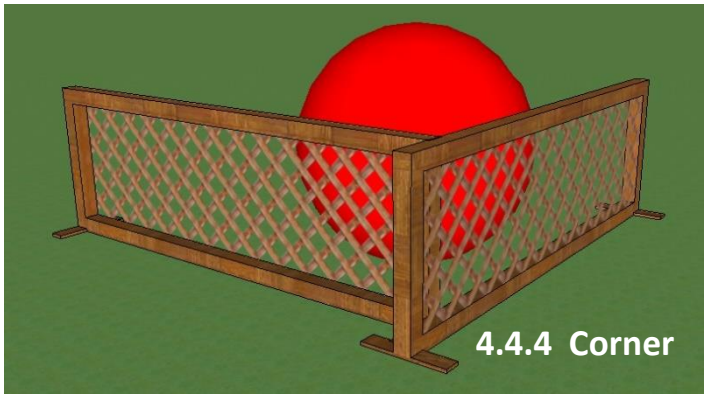


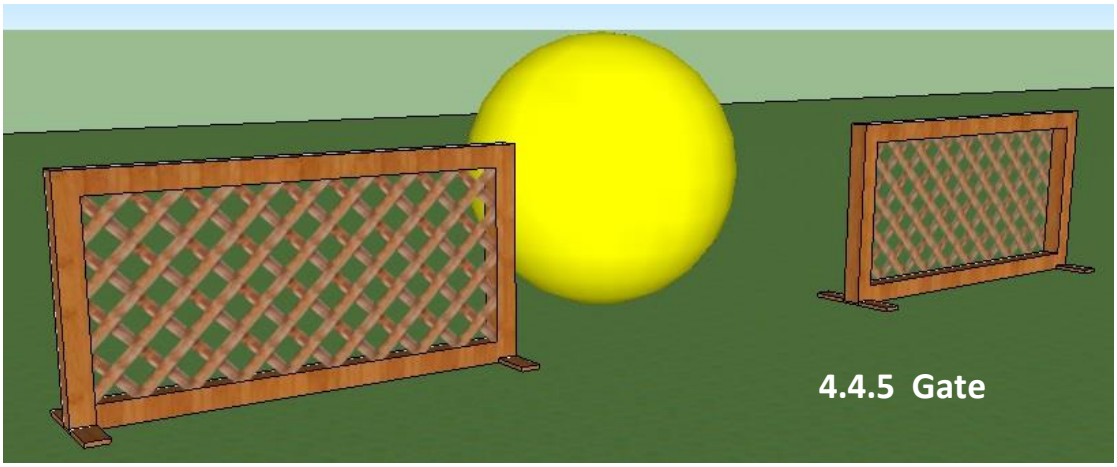
4.2 Curved Tunnel with Panels

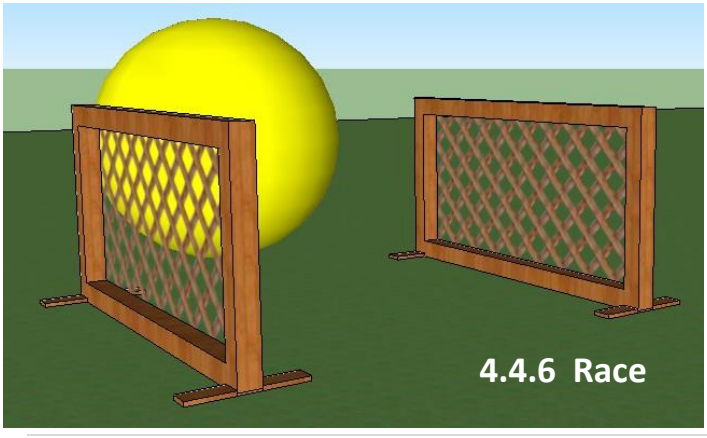

4.4.1 Tunnel

4.4.2 Bridge


4.4.3 Fence


4.4.4 Corner


4.4.5 Gate


4.4.6 Race

4.4.7 Blind

5. SIZE OF DOGS

5.1 Height Divisions

5.1.1 Dogs are divided into two heights classes. Large includes all dogs over 430mm at the wither. Small includes all dogs 430mm or less at the wither.

5.1.2 Dogs are not required to be officially measured, however a Judge may ask for proof if they have doubts about a dog's height. An official height certificate issued by any governing body for any canine discipline will be considered sufficient evidence. If no certificate is available, the dog will be measured by the judge and/or trial manager before being allowed to run.

5.1.3 If the measurer considers the dog to be over the Small height limit, it may compete in the class as a large dog. To facilitate this, organisers are advised to run small dogs first in each class. For all future Treibball trials, the dog must either have an official certificate of measurement declaring it to be 430mm or less, or compete as a large dog.

5.1.4 If more than ten dogs of each height compete in one class, the class shall be split by height into two separate competitions. Scratched dogs do not count as competing dogs.

5.2 Small Dog Competition

5.2.1 Small dogs ideally use a field of play 25m in length and 12.5m in width. Where space is restricted, the field of play may be no less than 11m in length and 5m in width. If small dogs are competing against large dogs, the field of play must be exactly half that used for the large dogs.

5.2.2 Where small dogs are competing only against each other, smaller obstacles than regulated may be used, but must still permit the free passage of a ball. If small dogs are competing against large dogs and smaller obstacles are being used, then all obstacles must be exactly half the size of the large dog obstacles in all dimensions.

5.2.3 In Advanced, Excellent and Masters, where small dogs are competing against large dogs, the distances between balls, obstacles and the goal must be exactly half that of the distances set out for large dogs.

6. THE CLASSES

6.1 At any official, qualifying Treibball trial, all six classes must be offered.

6.2 A dog may be entered in up to three of the classes for which it is eligible at any one trial.

6.3 A win in any class only counts towards graduation from the lowest class the dog is eligible for. Having graduated out of the lowest class, the dog starts with a clean slate and must earn another six wins to graduate from the next class.

6.4 A win in any class only counts towards graduation if it is against at least two other dogs, and (except in Beginners) is on a qualifying run.

6.5 Beginners

6.5.1 Eligibility

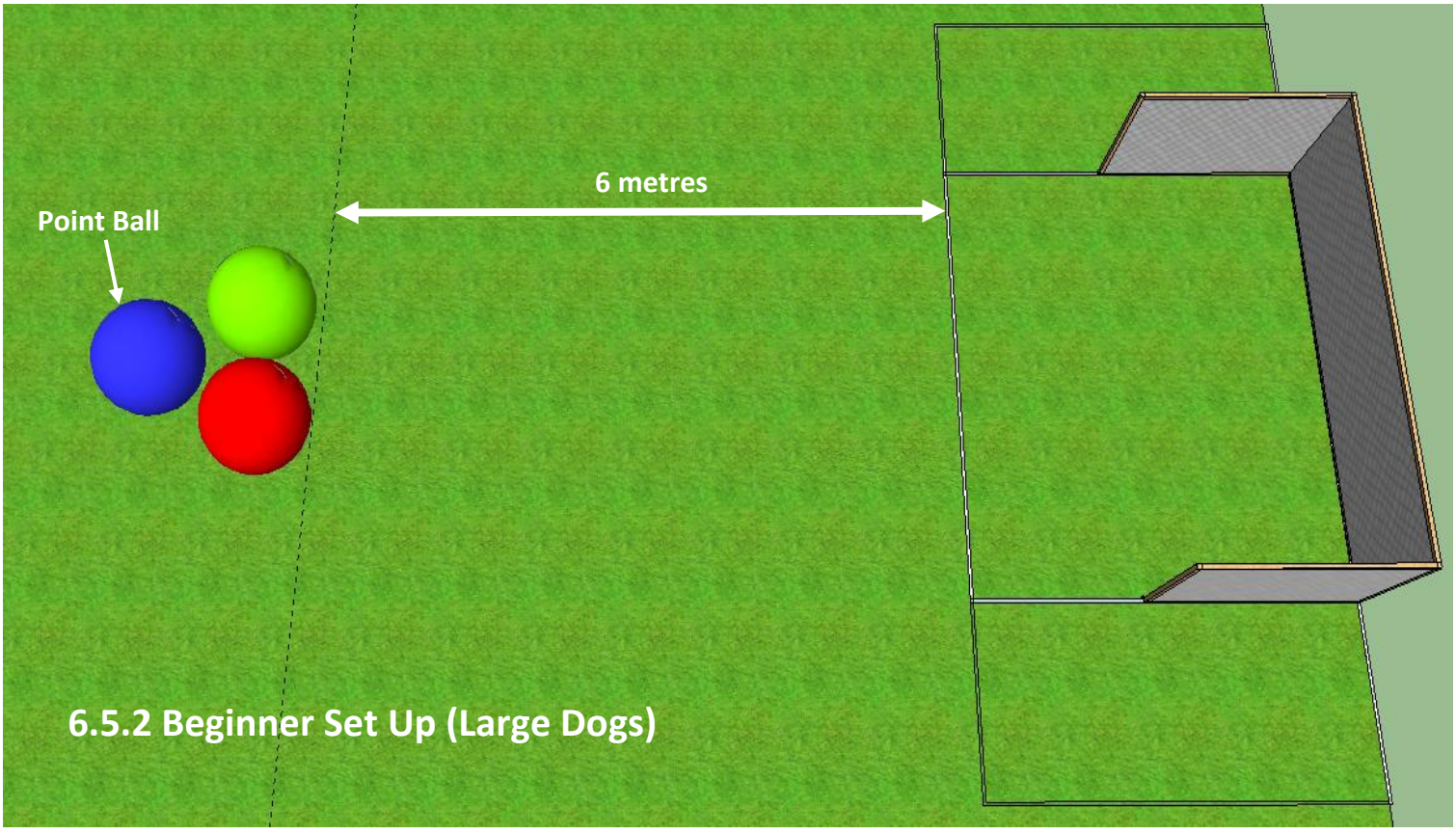
Dogs may enter Beginners until they have had three wins in any class, or until they earn the TRB-N award, whichever happens first.

6.5.2 Set Up

Three balls are set up in a triangle facing the goal, centred along the width of the field of play. Two balls will form the front line, closest to the goal, with the third ball, the point ball, centred behind them. The front line of balls will be placed 6 metres from the front goal line for Large dogs and 3 metres from the front goal line for Small dogs.

6.5.3 Process

The dog will drive the three balls from the field of play into the goal. The point ball must be collected first. The remaining balls may be brought to the goal in any order. No obstacle may be placed on the field of play. Time limit is five minutes.



6.6 Novice

6.6.1 Eligibility

Dogs may enter Novice until they earn the TRB-N award AND they win six Novice or higher classes on qualifying rounds.

6.6.2 Set Up

Eight balls are set up in a triangle facing the goal, centred along the width of the field of play. Four balls will form the front line, closest to the goal. Three balls will be lined up behind them, with the eighth ball, the point ball, centred behind those. The front line of balls will be placed 12 metres from the front goal line for large dogs and 6 metres from the front goal line for small dogs.

6.6.3 Process

The dog will drive the eight balls from the field of play into the goal. The point ball must be collected first. The remaining balls may be brought to the goal in any order. No obstacle may be placed on the field of play. Time limit is five minutes.

6.7 Intermediate

6.7.1 Eligibility

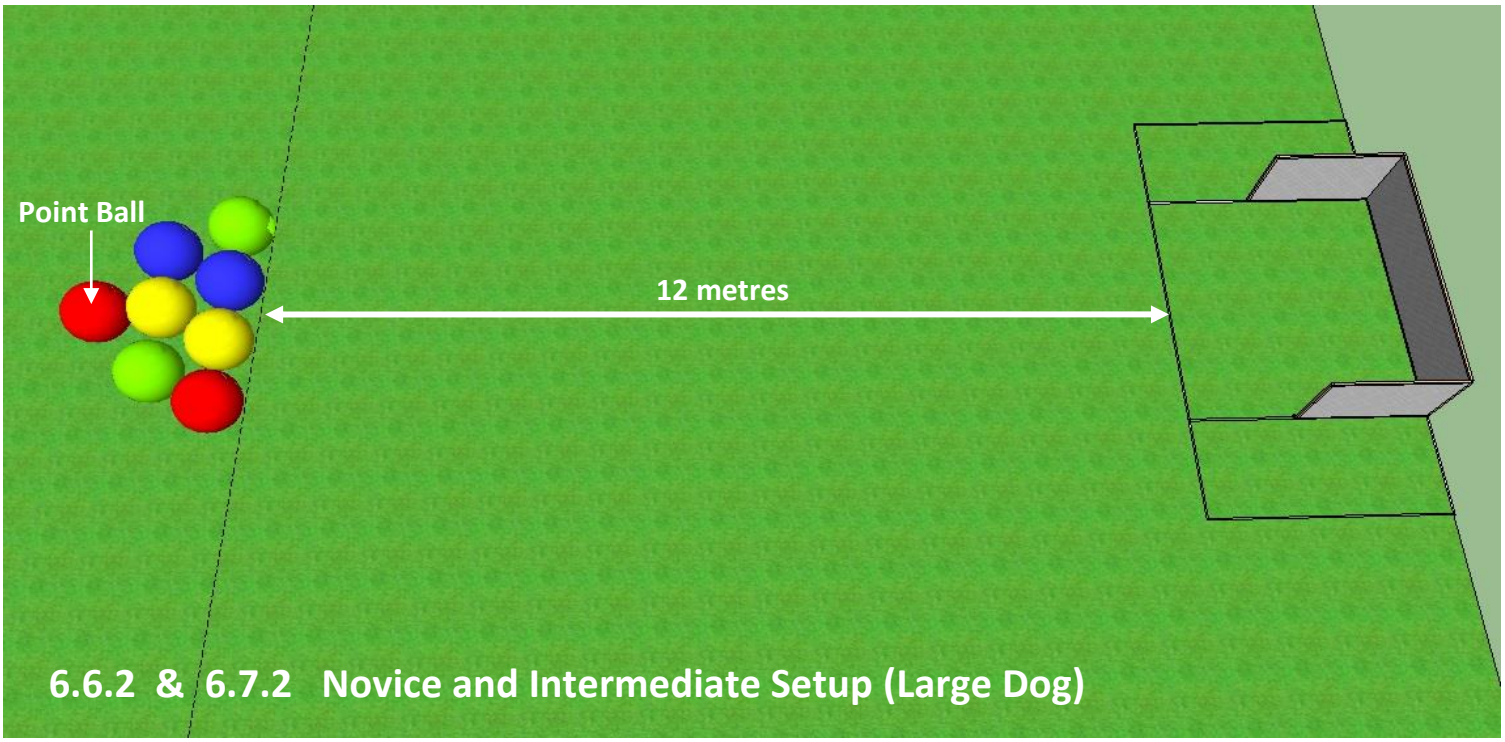
Dogs may enter Intermediate until they earn the TRB-I award AND they win six Intermediate or higher classes on qualifying rounds.

6.7.2 Set Up

Set up is as for Novice (6.6.2).

6.7.3 Process

The dog will drive eight balls from the field of play into the goal. The point ball must be brought in first. Subsequent balls must be brought to the goal in the order determined by the judge. No obstacles may be placed on the field of play. Time limit is seven minutes.



6.6.2 & 6.7.2 Novice and Intermediate Setup (Large Dog)

6.8 Advanced

6.8.1 Eligibility

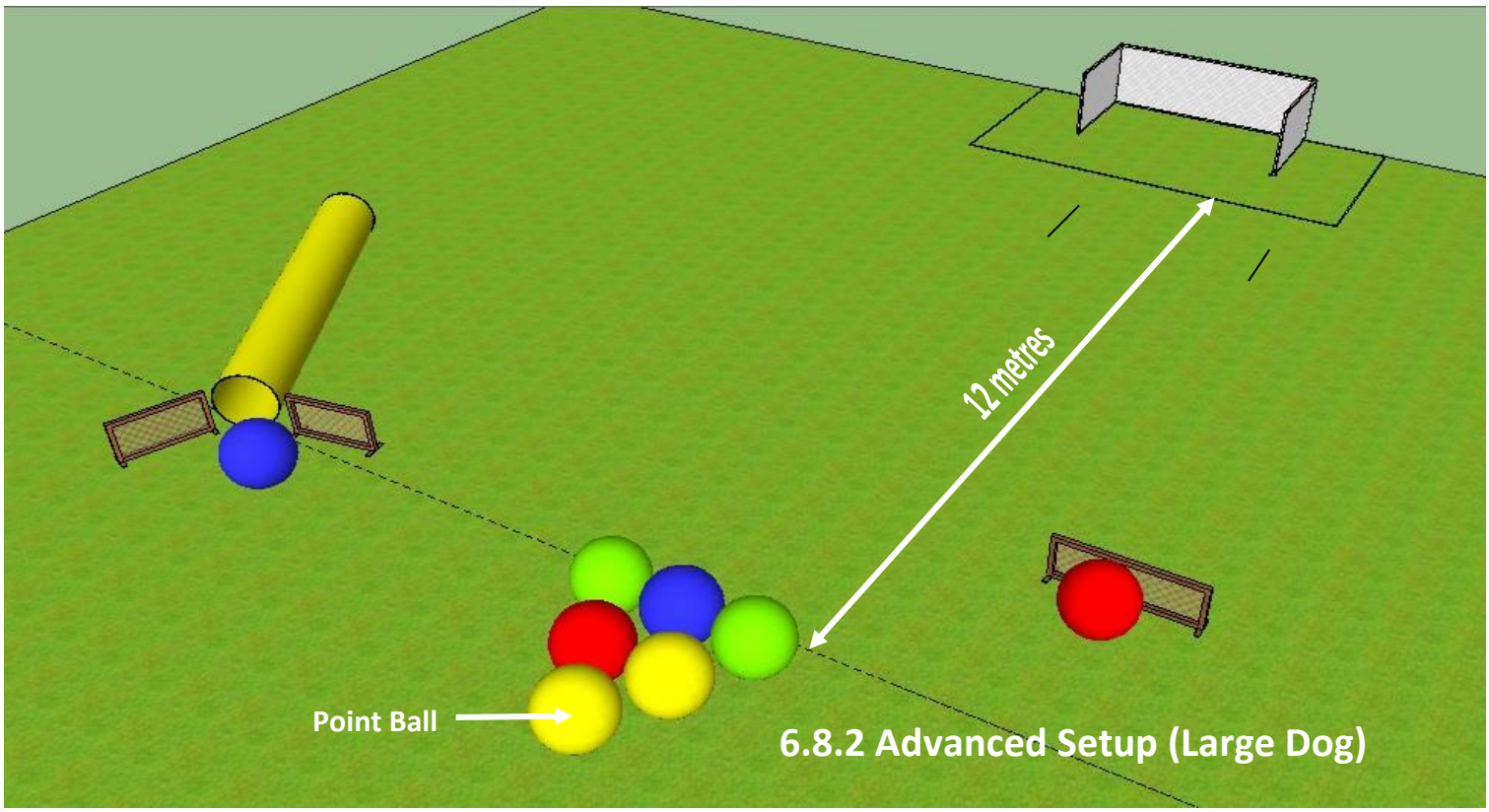
Dogs may enter Advanced once they are no longer eligible for Beginners, and until they earn the TRB-A award AND they win six Advanced or higher classes on qualifying rounds.

6.8.2 Set Up

Eight balls and two obstacles will be placed on the field of play. Six of the balls will be set up in a triangle facing the goal, centred along the width of the field of play. Three of these balls will form the front line, closest to the goal. Two balls will be lined up behind them, with the sixth ball, the point ball, centred behind those. The front line of three balls will be no closer than 12 metres from the front goal line, and the point ball will be no further than 20 metres from the front goal line. These limits are 6 metres and 10 metres respectively for Small dogs. The other two balls will be positioned as regulated (Section 4) adjacent to the two obstacles. No ball may be positioned further from the goal line than the point ball, and the initial push to an obstacle must be towards the goal or at an angle of no more than 90° to the goal.

6.8.3 Process

The dog will drive the eight balls from the field of play into the goal. The point ball must be brought in first. The remaining balls must be brought to the goal in the order and via the obstacles determined by the judge. Two of the balls must be brought to the goal via an obstacle – one ball to complete one obstacle, the other ball to complete the other obstacle. Neither ball is to complete more than one obstacle. Permitted obstacles are a straight Tunnel, a Bridge and a Fence. Time limit is seven minutes.



6.9 Excellent

6.9.1 Eligibility

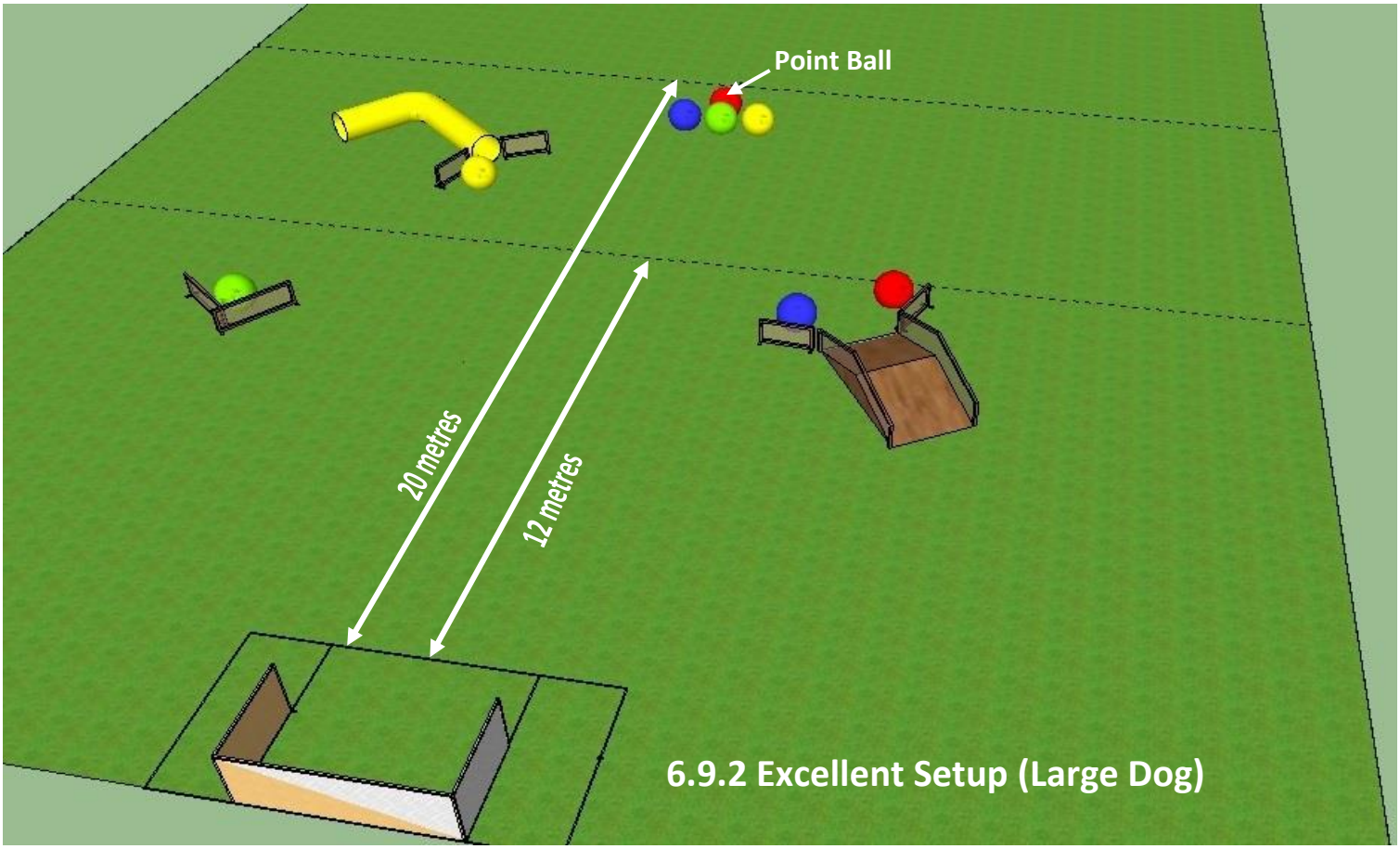
Dogs may enter Excellent once they are no longer eligible for Novice, or if they have earned the TRB-I award.

6.9.2 Set Up

Eight balls and two to four obstacles will be placed on the field of play. Four of the balls will be set up in a triangle facing the goal, centred along the width of the field of play. Three of these balls will form the front line, closest to the goal, with the fourth ball, the point ball, centred behind. The front line of three balls will be no closer than 12 metres from the front goal line, and the point ball will be no further than 20 metres from the front goal line. These limits are 6 metres and 10 metres respectively for Small dogs. The other four balls will be positioned as regulated (Section 4) adjacent to the obstacle they are to negotiate. No ball may be positioned further from the goal line than the point ball, but the initial push to an obstacle may be in any direction.

6.9.3 Process

The dog will drive eight balls from the field of play into the goal. The judge will also place two to four obstacles on the course and require that four of the balls negotiate an obstacle on their way to the goal, positioning those balls as regulated (section 4). The point ball must be brought in first. The remaining balls must be brought to the goal in the order and via the obstacles determined by the judge. Multiple balls may complete a particular obstacle, but no ball is to complete more than one obstacle. It is not necessary that all obstacles placed on the course are used. Any regulated obstacle may be used, and Tunnels may be straight or curved. Time limit is seven minutes.



6.10 Masters

6.10.1 Eligibility

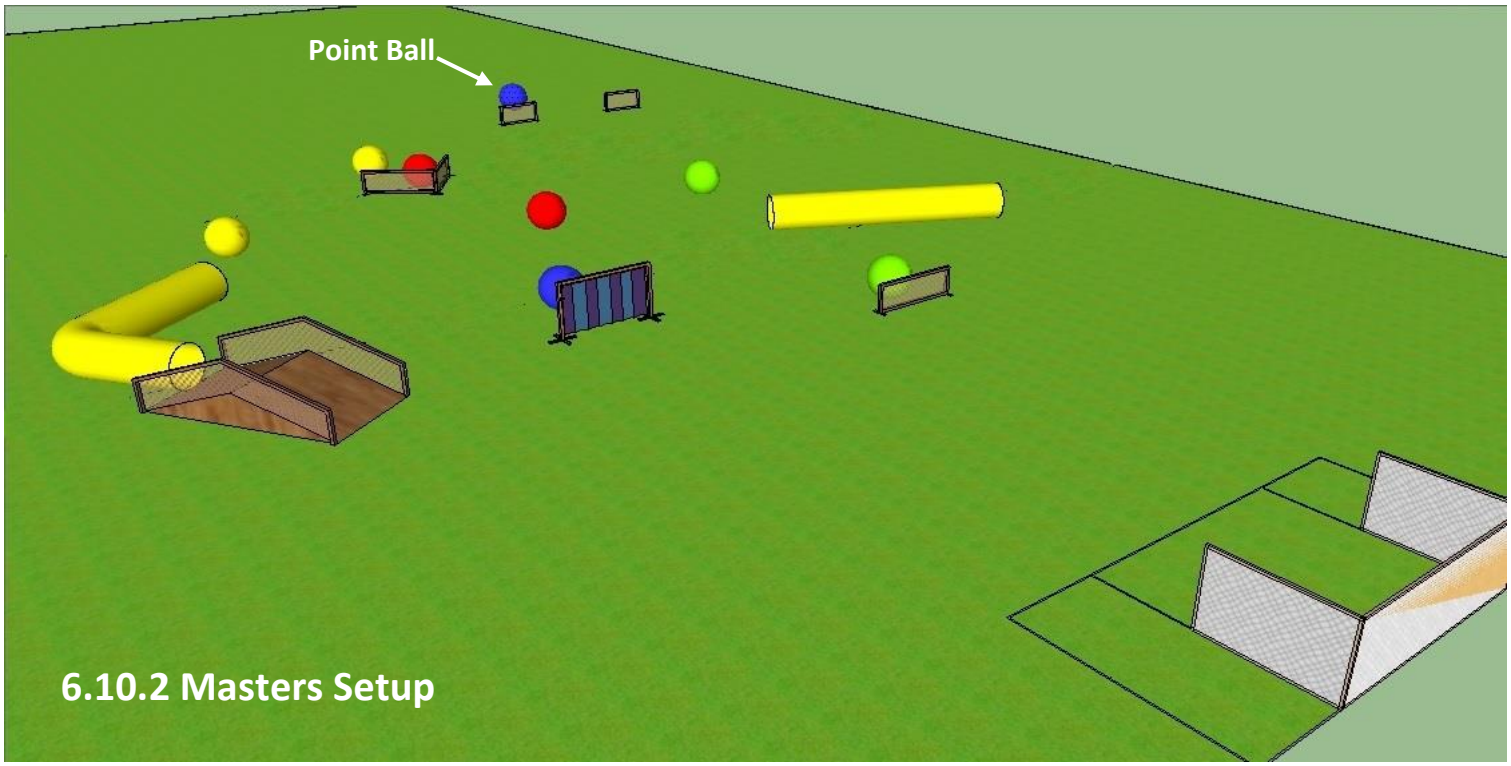
Dogs may enter Masters once they are no longer eligible for the Intermediate class, or if they have earned the TRB-A award.

6.10.2 Set Up

Eight balls and two to eight obstacles will be placed anywhere on the field of play. Conjoined obstacles are permitted, and count as two obstacles. There are no restrictions on the placement of balls or obstacles, but safety must be the primary consideration, and rule 4.1.2 will apply, with some allowance for conjoined obstacles.

6.10.3 Process

The dog will drive eight balls from the field of play into the goal. The judge will also place two to eight obstacles on the course. The ball furthest from the goal will be nominated as the point ball and must be brought in first. The judge may require this ball to negotiate any obstacle or obstacles on its way to the goal. The remaining balls must be brought to the goal in the order and via the obstacles determined by the judge. Multiple balls may complete a particular obstacle, and a particular ball may complete multiple obstacles. It is not necessary that all obstacles placed on the course be used. Any regulated obstacle may be used, and Tunnels may be straight or curved. The field of play may have gentle slopes, natural obstacles, and man-made structures, but safety must be a prime consideration. Time limit is a minimum of seven minutes, but may be extended by the Judge up to a maximum of fourteen minutes. The time limit must be set to be achievable by an accurate and efficient dog, rather than a fast one.



7. THE OFFICIALS

7.1 Mandatory Officials

7.1.1 Main Judge

The Main Judge is the primary judge for the class, judges all aspects of the handler's and dog's performance and has the final say on all matters pertaining to that performance. The Main Judge also determines the layout of balls and obstacles on the field of play, the order in which balls will be brought to the goal, the obstacles each ball must negotiate, and the time limit for the Masters class.

7.1.2 Line Judge

The Line Judge is responsible for watching the goal line and penned area, to ensure that the handler does not step on or over the goal line, that the handler does not push or direct balls that are not in the penned area, does not touch any ball that is not within the goal line and does not commit any other transgression. While the Line Judge reports any mistake to the Main Judge, it is the Main Judge who has the final say in all matters.

7.1.3 Time Steward

When the handler indicates his readiness to start, the Time Steward instructs him to send the dog and starts the clock. When the Main Judge signals that the run is complete, the Time Steward stops the clock, lets the handler know that the run is finished and relays the time to the Main Judge. If the time limit elapses before the dog has finished, the Time Steward will signal that time is up. The Time Steward's time is the one that is always recorded, unless there has been a problem. The Time Steward must time all dogs in a class, and can not be substituted by another person. Time Stewards may not compete in a class they are timing.

7.1.4 Secondary Time Steward

The Secondary Time Steward times the dog as a back-up.

7.1.5 Judges and Secondary Time Stewards Competing

TANZ may grant dispensation for Judges and Secondary Time Stewards to compete in a class they are officiating in, where substitute judges and secondary time stewards are available to take over. However, the preferred situation is that Judges and Secondary Time Stewards do not compete in the class, to allow for consistency in judging and timing. No Judge or Secondary Time Steward may judge or time their own run.

7.2 Optional Officials

7.2.1 Call Steward

The Call Steward ensures the next handler is ready to go into the working area while the current dog is running. When the next handler is to begin, the Call Steward lets the Main Judge know the dog's number and checks that both judges and both time stewards are ready. The Call Steward then instructs the handler to enter the working area.

7.2.2 Judge's Scribe

The scribe notes down bonus points, penalty points or disqualifications for each dog as dictated or signalled by the Main Judge, so that the Judge can keep his eyes on the dog.

7.2.3 Some flexibility is permitted in the use of officials to run a class to allow for a lack of helpers. However, Mandatory Officials (7.1.1 – 7.1.4) must be used at all times.

8. DOG EQUIPMENT

8.1 Coats, clothing, footwear, wraps, bandages and hair ties are permitted if they promote the comfort and safety of the dog. Unnecessary clothing and footwear, or excessive ornamentation, is not permitted. Advanced, Excellent and Masters handlers must be mindful of the danger of the dog becoming caught up on obstacles. The Main Judge may instruct the handler to remove any item that s/he considers a hazard.

8.2 Head collars, harnesses, and muzzles may be worn into the working area, but must be removed at the same time as the lead. Dispensation may be sought from the Main Judge for a muzzle to be worn during competition for safety or if required by law, but not to prevent the dog from biting the balls. Muzzles are not encouraged in Advanced, Excellent and Masters owing to the risk of injury to the dog, however the safety of other people and dogs is paramount, and all legal requirements relating to muzzling a particular dog must be met.

8.3 A collar is not compulsory during the run, but if worn, a plain, flat, non-slip collar is preferred. In Beginners, Novice, and Intermediate, dogs may wear a slip or semi-slip collar or chain, and collar attachments (ID tag and registration tag only) may be worn. In Advanced, Excellent or Masters, any slip/semi-slip collar and collar attachment may be worn while bringing the dog into the working area, but must be removed before beginning the run, and D rings on collars must be minimal.

8.4 Food, clickers, and silent toys are permitted inside the goal line, and may be used to reward the dog at any stage. Food and toys are not permitted outside the goal line, apart from when being carried to and from the working area at the start and end of the run, but may be left in the area designated for other dog equipment (leads etc). Food must not be thrown or dropped under any circumstances – if dropped, it must immediately be picked up. Food that is not held in the hand, contained in a zipped pocket, or contained in a securely closed treat bag worn by the handler, must be in a securely closed, solid container that is not to be left open or insecure at any stage. Plastic bags, plastic wrap, and any container that could be swallowed by a dog, are not permitted under any circumstances, including as lining for any pocket, bag, or container.

9. PROCEEDINGS

9.1 The handler and dog will enter the working area and proceed to the goal. Upon reaching the goal, the handler will remove the dog's lead and any other equipment as required and place it in the designated location (a bucket or similar receptacle placed behind or at the back of the goal is recommended).

9.2 The handler shall stand at any point within the goal line, facing in any direction. The dog shall be standing, sitting or lying down beside the handler, on either side. The handler will stand up straight, remove all physical restraint from the dog, and indicate to the Time Steward that s/he is ready to start. The Time Steward will then tell the handler to send the dog. The time starts either when the handler first cues the dog to start the out-run, or when the dog crosses the goal line, whichever happens first.

9.3 The dog will be sent to the point ball. The dog must not contact or disturb any balls during this outrun, or make contact with or disturb the point ball until cued to start the drive. Upon reaching the point ball, the dog will stop behind it and wait for the instruction to begin driving it to the goal. On cue, the dog will drive the point ball to the goal, and then proceed to collect all the other balls as required. There is no requirement for the dog to stop and wait for a cue with subsequent balls.

9.4 A ball is considered to be "penned" when it has entered or passed through any part of the penned area in front of the goal, except in the case of 15.4. This includes balls that have been brought to the goal out of order.

9.5 Once all the balls are penned, the dog is instructed to lie down. The dog must be lying at least partly inside the goal line and its elbows must be touching the ground. The Judge will then signal to the Time Stewards that the dog has completed the run and the Time Stewards will immediately stop the clock and signal to the handler that the run has finished. The Judge may choose to waive the down position if ground conditions are wet or otherwise unpleasant, however the same rule must apply for all dogs in the class. In this case, the Judge may require an alternative action from the dog to signal the end of the run. In all cases, the dog must be at least partly inside the goal line and clearly under control without physical restraint.

9.6 The dog must be taken from the goal and out of the working area on lead. Any collar, muzzle, coat, or other equipment removed for the run may be replaced on the dog before leaving the working area.

9.7 If the dog does not complete the task within the time limit, the Time Steward will signal that time is up, by means of whistle, bell, voice or other effective signal, and the run will be over.

9.8 Judging commences from the time the handler first cues the dog to start the outrun or when the dog first crosses the goal line, whichever happens first, and ends when the dog lies down inside the goal line (or alternative behaviour), having penned all the balls, or the dog is disqualified.

10. TIME LIMITS

The dog will be timed from the moment it is first cued to start the out run or first crosses the goal line, whichever happens first, until the moment the Judge signals the end of the run. The time limit is the time set for each class, without bonus or penalty points included. If a dog has not brought all the balls to the goal within the time limit, its run ends when that time limit is up.

11. CUES

11.1 Definition

A cue may be a verbal instruction, comment or encouragement, a whistle, or a non-verbal signal. Where a combination of these are used simultaneously, they will be considered as a single cue.

11.2 Extra Cues

11.2.1 Unlimited extra cues are permitted and there is no restriction on verbal, whistle or non-verbal signals throughout most of the run. Treibball is intended to be a natural and flexible display of "getting the job done", rather than of rigid obedience, and should be judged as such. However, bonus points will be lost if extra cues are used when the dog is sent to bring in the point ball (first out run), or are needed to get the dog to make the initial push (17.1.1), and penalty points will be incurred for physical positioning of the dog (Section 12).

11.2.2 The handler may use a sustained extended arm signal as part of the initial out run cue, and maintain it until the point ball is reached. The arm signal must not involve extra movement to resend or encourage the dog, or change to signal the dog to stop or wait, or be combined with repeated verbal cues.

11.2.3 Natural Movement Permitted

The handler should be able to move naturally and freely, and body movements that are clearly not intended to influence the dog are not considered to be extra cues.

12. PHYSICAL POSITIONING OF DOG

From the time the handler signals to the Time Steward that s/he is ready to begin, to the time the Judge declares the run over, the handler may not touch the dog to restrain, position, redirect or otherwise influence its performance. However, the handler may pat, feed, or play with the dog as a reward at any time during the run. It is the Main Judge's discretion as to what constitutes physical influence and what constitutes praise.

13. USE OF STICK

13.1 The handler may carry a stick, crook, or pole of up to 60cm in length. If a handler is physically limited, they may use a stick of up to 1.5m in length, at the discretion of the Main Judge.

13.2 The stick may be used to provide clearer visual cues for the dog, or to act as an extension of the handler's arm, or to block or direct balls as permitted. The handler does not need to hold the stick at all times.

13.3 The stick may not be used in a threatening manner.

13.4 The handler is permitted to use a walking stick, cane, crutch or other mobility aid if needed. The handler may use such an aid in the same way as a stick, but only if s/he is not using a stick as well.

14. HANDLER BLOCKING OR DIRECTING BALLS

14.1 "Blocking" is defined as stopping a ball's motion to prevent it entering the penned area. "Directing" is defined as pushing the ball away, pulling the ball in, moving the ball in another direction, placing the ball in a particular spot, or holding the ball in place so that it can not move, .

14.2 The handler may not, in general, touch any ball that has not entered the penned area. However, the handler may block, but not direct, an unwanted ball to prevent it from entering the penned area.

14.3 Balls which are within, or have passed through, the penned area are considered to be penned (except 15.4) and may be directed by the handler. This includes balls brought to the goal out of order.

14.4 The handler may retrieve a ball that has already been penned if it rolls back out. The ball will count as penned regardless of whether the handler retrieves it or not.

14.5 Under no circumstances may the handler cross or step on the goal line.

15. BALLS BROUGHT TO GOAL IN THE WRONG ORDER

15.1 Balls must be brought to the goal one at a time, in the order required by the Judge. The point ball must always be brought in first.

15.2 If an incorrect ball has entered or passed through the penned area as a direct result of being driven by the dog, it will be considered to have been penned and no longer in play, and the penalty for bringing a ball to the goal in the wrong order will apply.

15.3 If the handler successfully blocks the ball before it enters the penned area, it will not be considered an incorrect ball and will still be in play. The handler may not direct the ball in any way, as defined in 14.1.

15.4 If the ball has not been directly driven by the dog and has been blown by the wind, knocked by another ball, rolled as a result of surface conditions, or travelled as a result of any other environmental factor into the penned area, no penalty shall apply and the ball will still be in play. The handler must either block such a ball from entering the penned area, or push it back out into the field of play, to be brought back to the goal by the dog at the right time.

15.5 If the dog drives two or more balls at once, a penalty shall apply for every ball that enters the penned area other than the correct one.

15.6 If a ball is penned out of order, the required order of the remaining balls will not change, and they will be brought in as if the incorrectly penned ball did not exist. Penalties will only apply to incorrect balls, not to subsequent balls that are penned in the correct, adjusted, order.

16. EXCESSIVE BARKING

16.1 A sustained "working bark" is permitted from the moment the handler sends the dog out to the point ball to the moment the dog lies down within the goal line. The dog must be clearly working, listening, and attempting to follow instructions.

16.2 Excessive barking at any other time while in the working area is penalised. Barking is considered excessive if it is prolonged and interferes with the dog's ability to follow instructions.

17. SCORING

17.1 Bonus Time

17.1.1 Two Minutes

17.1.1.1 On the first cue, dog moves out to the point ball and stops. On a second cue, the dog begins to drive the ball (two cues).

17.1.1.2 The dog achieves a qualifying run.

17.1.2 One Minute

17.1.2.1 The dog requires one extra cue to reach the point ball, stop, and begin driving (three cues).

17.1.3 Thirty Seconds

17.1.3.1 The dog requires two extra cues to reach the point ball, stop, and begin driving (four cues).

17.2 Penalty Time

17.2.1 Two Minutes

17.2.1.1 The point ball is not collected first.

17.2.1.2 Dog directs the wrong ball into the penned area. Where the wrong ball is the first ball collected, this penalty will apply as well as the penalty for not bringing the point ball first.

17.2.1.3 The handler directs a ball that is not within the penned area.

17.2.1.4 The handler places a foot over the goal line.

17.2.1.5 The ball does not negotiate a required obstacle.

17.2.2 One Minute

17.2.2.1 Dog anticipates the first cue to leave the goal line (out run).

17.2.2.2 Dog doesn't stop and wait at the point ball, or anticipates the cue to drive the point ball.

17.2.2.3 Handler physically restrains, directs or positions the dog, as in Section 11.

17.2.2.4 The ball negotiates the correct obstacle from the wrong side.

17.2.3 Thirty Seconds

17.2.3.1 The dog barks excessively, as defined in Section 16.

17.2.3.2 On the first out run, the dog contacts or disturbs any ball, including the point ball, before starting to drive.

17.3 Disqualification

17.3.1 The dog fails to bring all the balls to the goal within the allotted time limit.

17.3.2 The dog damages a ball.

17.3.3 The dog runs out of the working area and can't be recalled immediately (discretion in Beginners).

17.3.4 The handler steps completely across the goal line.

17.3.5 The dog begins its run wearing any equipment not permitted under Section 8.

17.3.6 The handler fails to pick up dropped food immediately.

17.3.7 The handler throws, drops, or gives to the dog any food or toys outside the goal line.

17.3.8 The dog fouls the working area or any ball, obstacle, goal or other object

17.3.9. The handler intimidates, physically punishes, or rough-handles the dog, or abuses any person while in the working area. On the first occasion, the Judge may warn rather than disqualify.

17.3.10 The dog shows aggression to any person or dog while in the working area.

17.4 Final Score

Bonus times are subtracted from the dog's time and penalty times are added to the dog's time, to give the dog's final score. This score is recorded as 00:00.00, denoting minutes:seconds.100ths of seconds.

17.5 Placings

The winner is the dog with the lowest final score. Placings are not awarded to disqualified dogs.

18. CERTIFICATES, AWARDS AND TITLES

18.1 Qualifying Certificates

The dog will earn a Qualifying Certificate if it has brought all the balls back to the goal within the allotted time limit, and:

18.1.1 Brought the point ball to the goal first.

18.1.2 Stopped at the point ball and waited for the cue to drive it, regardless of number of extra cues.

18.1.3 Negotiated the correct obstacles with the correct ball, from the correct side.

18.1.4 Brought all the balls to the goal in the correct order.

18.1.5 Did not incur any penalty points or disqualification.

18.2 Challenge Certificates

18.2.1 A Challenge Certificate will be awarded for first place in any Masters class in which at least five dogs competed. A Challenge Certificate will also be awarded for second place in any Masters class in which at least ten dogs competed. "Competed" refers to a dog that actually took part.

18.2.2 Challenge Certificates will only be awarded for qualifying runs.

18.3 Awards

18.3.1 Treibball awards may be earned in all classes except Beginners. Awards are carried after the dog's name.

18.3.2 To earn an award for a particular level, the dog must have been awarded six Qualifying Certificates at that level under at least two different Judges.

18.3.3 A dog must earn each award in turn. Qualifying Certificates for a higher level will only count towards an award if the previous award has already been attained.

18.3.4 Awards are:

18.3.4.1 TRB-N Treibball Novice

18.3.4.2 TRB-I Treibball Intermediate

18.3.4.3 TRB-A Treibball Advanced

18.3.4.4 TRB-E Treibball Excellent

18.3.4.5 TRB-M Treibball Masters

18.4 Titles

18.4.1 Titles are carried in front of the dog's name.

18.4.2 Treibball Champion (TRB-CH) The dog must have earned six Challenge Certificates, at least one of which must be a first place.

18.4.3 Treibball Grand Champion (TRB-GRCH) The dog must have earned twenty Challenge Certificates, at least ten of which must be a first place.