



## Competition rules TREIBBALL European Cup 2022

These rules apply to the European Cup 2022 international competition.

There will be an individual competition and a team competition.

### Rights and obligations of race participants

Dogs of all breeds and their hybrids can participate in the race, with and without a pedigree.

When registering for the race, the organizer, in cooperation with the judge or veterinarian, will accept the dog. The handler is required to provide proof of valid vaccination. The organizer (judge, veterinarian) may check the identity (chip), height and health of the dog. If the dog is not clinically healthy, the judge or veterinarian has the right not to admit the dog to the race.

The racing team consists of a handler and a dog. The dog may participate in the race only once, with one handler and in one category. The handler may start with more dogs.

The handler can choose the performance category at his discretion in the application. In agreement with the organizer no later than during registration.

The minimum age for a dog to enter the race is 12 months.

Rutting females can take part in the race. The handler is obliged to report the participation to the organizer before the race. He starts last in each round, after all the other competitors.

By submitting the application, the participant agrees with the rules for race participants.

### Judges

The organizer will provide the main judge, assistant referee and timekeeper.

### Category

Performance categories: The number of balls, the distance of the formations from the gate and the difficulty of the individual elements vary according to the performance and height category of the dog.

Altitude categories: Large - over 40 cm height at the withers of the dog  
Small - up to 40 cm height at the withers of the dog

Individual competition			Team competition	
Performance categories	Altitude categories		Performance categories	Altitude categories
Level I.	Large	Small	Level medium	Large + Small
Level II.	Large	Small		
Level III.	Large	Small	Level high	Large + Small
Level IV.	Large	Small		

### Elements used

#### **Gymnastic balls**

The organizer will provide a set of balls for each height category. For the Large category with a diameter of 45 - 75 cm, for the Small category with a diameter of 50 cm and smaller.

Competitors can use their own balls. They can exchange one or more balls for their own.

#### **Fixing rings**

At the beginning of the game, the balls are placed in rings to fix the balls. Custom rings can be used.

#### **Targets**

are only allowed in the Level I and Level II performance categories. Their number can be arbitrary. It is possible to use custom targets.

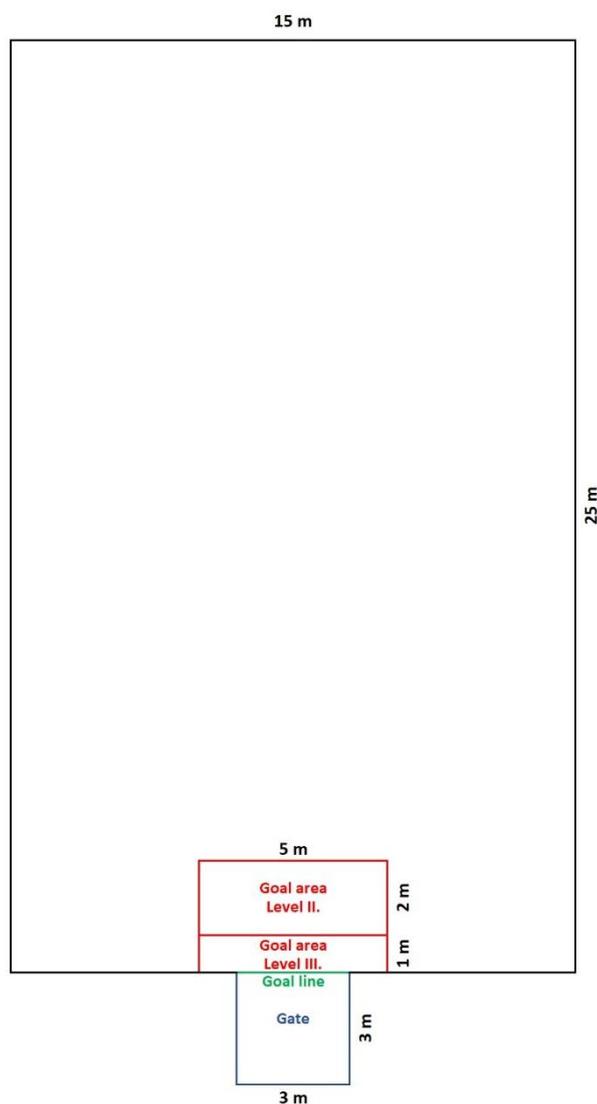
## Playground, gate and a goal area

**Playground** The course is a flat, visibly marked area with a minimum width of 15 m and a minimum length of 25 m.

**Gate** The gate is a clearly demarcated area measuring 3 x 3 m.

**Goal area** In front of the gate is a marked goal area according to performance categories.

Level I.	without a goal area
Level II.	5 m wide x 3 m deep
Level III.	5 m wide x 1 m deep
Level IV.	without a goal area



## The course of the race

The race consists of two rounds - **FAST** and **SMART**.

The times of both rounds are added to the final evaluation, including penalty and bonus points.

**FAST** In the FAST round, the balls are placed in the shape of a triangle. The tip of the triangle points from the gate. The number of balls and their distance from the gate are determined by performance and height categories. The dog must deliver all the balls to the gate within the set time limit.

**SMART** In the SMART round, the balls are grouped into different formations. The number of balls, their distance from the gate and the difficulty of each element are determined by the performance and height categories. The dog must perform the required activities with the balls as described and all balls must be delivered to the gate in the specified order and within the specified time limit. By the end of February 2022, 4 sets of SMART games will be published for the individual competition. One of them will be drawn seven days before the race. For the team competition, 2 sets of SMART games will be published by the end of February 2022. One of them will be drawn seven days before the race.

## Assesment criteria

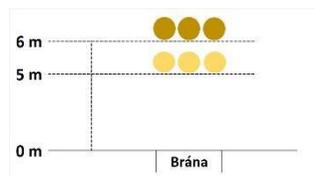
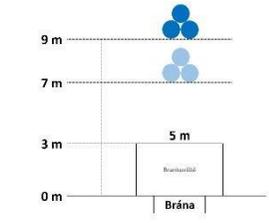
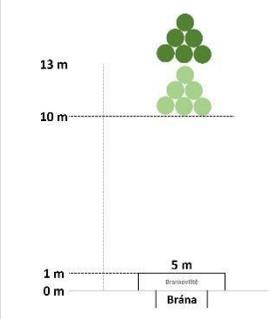
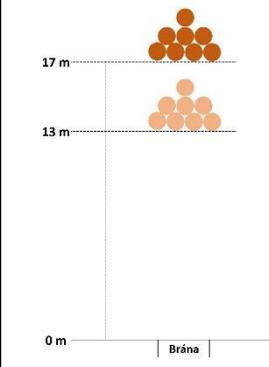
	<b>FAST</b>	<b>SMART</b>
<b>Accuracy of execution:</b>	Penalty points are given for errors, which are converted to seconds (1 penalty point = 10 s).	Penalty points are given for errors, which are converted to seconds (1 penalty point = 10 s). Bonus points, which are converted to seconds (1 bonus point = 10 s), are awarded for the flawless execution of the task marked in the description of the given category. The balls must be delivered to the gate in the order specified.
<b>Length of work of the dog:</b>	The timekeeper starts when the handler sends the dog and the dog crosses the goal line. It switches off after transporting all the balls to the gate and placing the dog in the goal area or in the gate according to the performance category. The maximum length of the dog's work is 5 minutes. The team is disqualified for exceeding the time limit.	
<b>Execution of tasks:</b>	The dog starts working with the peak ball. The first (peak) ball must be delivered to the goal first.	The tasks for the balls must be performed in the order specified in the drawing. If the team does not even try, it is to be disqualified for individual tasks given in individual categories.
<b>Rating:</b>	The order of the teams is determined by the time achieved, to which penalty points are added and bonus points converted to seconds are deducted.	

## Common rules – FAST and SMART

	Level I.	Level II.	Level III.	Level IV.	Penalties			
					Level I.	Level II.	Level III.	Level IV.
<b>The course of the race and time measurement</b>	The team may enter the court at a designated place after the instructions of the referee				-	-	-	-
	The handler and the dog start the game in the gate area.				DISQ	DISQ	DISQ	DISQ
	The handler sends a signal to the judge by nodding or in another agreed manner that he is ready to race.				-	-	-	-
	The referee gives the order to start with a wave of his hand.				-	-	-	-
	The team starts from the goal and the time is measured from the moment the dog crosses the goal line.				-	-	-	-
	The timing ends when all the balls are in the goal and the dog is in the goal or				DISQ	DISQ	DISQ	DISQ
	anywhere on the court	in the goal area	in the goal area	in the gate				
If the dog does not visibly lie down for at least 1 second, the timekeeper runs until the time limit expires.				DISQ	DISQ	DISQ	DISQ	
<b>Movement of the handler in the field</b>	Leaving the gate or goal area (crossing the entire foot of the handler) is penalized. A penalty is awarded for each departure from the goal area or gate				-	1	1	1
	The handler may move on the course in the individual performance categories as follows:				-	-	-	-
	anywhere on the court	in the goal area	in the goal area	in the gate				
	After the start, the handler must no longer actively touch the dog, every active contact with the dog during the game is penalized.				1	1	1	1
	The handler must not intentionally touch the ball.				DISQ	DISQ	DISQ	DISQ
	The handler may, without penalty, move balls that are already behind the goal line to prevent them from re-entering the game.				-	-	-	-
	The handler must prevent the balls already delivered to the goal from returning to the court across the goal line. If this happens, the dog must bring these balls back to the goal.				-	-	-	-
The ball is in the goal if it touches the ground behind the goal line.				-	-	-	-	
<b>Dog work with a ball</b>	For transporting the ball to the goal in the wrong order, the team will receive a penalty for each case if the wrong ball deliberately transports the dog to the goal. If the wrong ball enters the goal by bouncing off another ball or by other influences, no penalty will be awarded.				1	1	1	1
	If the ball leaves the playing area (confined space) through the fault of the dog, the team will receive a penalty.				3	3	3	3
	The team is disqualified for a bite, resp. claw destruction of the ball.				DISQ	DISQ	DISQ	DISQ
<b>Rewarding the dog</b>	The handler may reward the dog only with a toy. Treats can motivate the dog only in a closed box.	Remuneration is not allowed. The handler must not have a toy or treats with him. The gate area is also considered a part of the course. The team is disqualified for violating this rule.			DISQ	DISQ	DISQ	DISQ

<b>Time limit</b>	The maximum length of the dog's work is 5 minutes in all categories (times without penalty). If the time limit is exceeded, the team is disqualified.	DISQ	DISQ	DISQ	DISQ
	The judge is entitled to terminate the work of the team before this limit in case of complete lack of interest of the dog in the work, and further if the dog leaves the field and the handler does not manage to call him even on the third command.	DISQ	DISQ	DISQ	DISQ
<b>Other</b>	The team is disqualified for emptying the dog on the field.	DISQ	DISQ	DISQ	DISQ
	The team is disqualified for the rude behavior of the handler to the dog. Behavior towards the dog is assessed throughout the race day and outside the field.	DISQ	DISQ	DISQ	DISQ
	The dog can work in a collar or harness, tightening, barbed and electric collars are prohibited. It is not allowed to let the dog work in the muzzle or in the halter.	DISQ	DISQ	DISQ	DISQ

## FAST rules

	Level I.	Level II.	Level III.	Level IV.	Penalties			
					Level I.	Level II.	Level III.	Level IV.
<b>Location and number of balls</b>	In each performance category, the number of balls is as follows:							
	3	3	6	8				
	The balls are placed in the field at the distance from the goal line as follows:							
	Large 6 m	Large 9 m	Large 13 m	Large 17 m				
	Small 5 m	Small 7 m	Small 10 m	Small 13 m				
	The balls are placed in the shape of a triangle in the field. In Level I performance class, the balls are placed side by side in a row.							
3	2-1	3-2-1	4-3-1					
					-	-	-	-
<b>Target</b>	Target can be placed in the pitch in individual performance classes as follows:				-	-	-	-
	For every ball	For the peak ball	No	No				
<b>1st ball</b>	The dog starts working with the peak ball. If this condition is not met, the team will receive a penalty. This rule does not apply to Level I.				-	1	1	1
	The dog must transport the top ball to the goal first. If this condition is not met, the team will receive a penalty. This rule does not apply to Level I.				-	1	1	1
<b>More balls</b>	The order of the other balls is arbitrary.				-	-	-	-

	Level I.	Level II.	Level III.	Level IV.	Penalties			
					Level I.	Level II.	Level III.	Level IV.
<b>Location and number of balls</b>	Each performance category has its own SMART wheel variant, which differs in the number of balls, the placement of the balls, the tasks between the balls and the distance of the last ball (row of balls) from the goal line.				-	-	-	-
	In each performance category, the maximum number of balls is as follows:							
	3	4	6	8				
	Maximum distance of the last ball (row of balls) from the goal line:							
	Large 6 m	Large 9 m	Large 13 m	Large 17 m				
	Small 5 m	Small 7 m	Small 10 m	Small 13 m	-	-	-	-
By the end of February 2022, 4 sets of SMART games will be published for the individual competition. One of them will be drawn seven days before the race. For the team competition, 2 sets of SMART games will be published by the end of February 2022. One of them will be drawn seven days before the race.								
<b>Target</b>	Target can be placed in the pitch in individual performance classes as follows:							
	For any ball. Their number is arbitrary	For any ball. Their number is arbitrary	No	No	-	-	-	-
<b>Performing tasks on balls</b>	The tasks for the balls and the transport of the balls to the goal must be performed in the specified order (ball no. 1,2,3,...) and in the prescribed manner according to the pictorial description.				-	-	-	-
	If the team does not even try for the individual tasks given in the individual categories, it is disqualified.				DISQ	DISQ	DISQ	DISQ
	<b>The referee awards a bonus point to the team for the flawless execution of the task.</b> <b>The number of bonus points in each game will be indicated in the pictorial description of the game.</b> The smooth work of the dog according to the instructions of the handler, including sending from the handler to the first ball of the given task, is considered to be a flawless execution of the task. When you repeat the task, the bonus point is no longer awarded. When performing individual tasks, the dog must not deviate too much from the prescribed path. It can stop in the direction of movement. The dog must not return to the gate for no reason or circulate other balls out of order when performing tasks. The dog can stop behind the balls or anywhere in the field.				-	-	-	-
	If the dog moves any ball from its starting position, it continues to race with the ball from its current position.				-	-	-	-
	For transporting the ball to the goal in the wrong order.				1	1	1	1
<b>Granting of penalties</b>	For not performing individual ball tasks in each case.				5	5	5	5
	If the dog moves the balls to another formation by its own activity and cannot subsequently perform the given task, this task is considered not performed.							
	For moving the ball by the dog's own action from the starting position (from the fixation ring)				1	1	1	1