



NATE Official Regulations

www.nationaltreibball.com

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Updates –

May 2023 - Update version of rulebook released.

June 2023 –

Section 13.2 UH General Game – added “At all levels the judge or assistant can indicate to the handler when a ball is fully inside a pen.”

Figure 13.15: Expert Video Titling Field Setup and Retrieval Option 3 – added words describing initial ball placement

Section 7.14 Placements - Second paragraph changed to:

For the games Standard, BNO, Snooker, and Urban Herding, scoring and placements for each game level and class height are separated for participants entered in A, B, Veteran A, and Veteran B divisions. For Team and Pairs, where each dog might be a different size or division, placements will be made by game level (Nov, Int, Adv, Exp).

Section 6.5 Training Devices, Performance Aids, Food, and Toy Rewards – Added words in red to first paragraph:

During competition handlers may use treats, toys, and touch during all games and at all levels, Pre-novice through Expert. These motivators may be used only when both the dog and handler are in the handler area or goal area, but the motivators must not be used to lure the dog into doing a behavior.

July 2023 –

Section 7.4 – added differentiation between Intentional and Unintentional foul balls in BNO

Section 7.10 – added descriptions of Unintentional foul balls (Section 7.10.1) and Intentional foul balls (Section 7.10.2)

Section 7.6 – updated figure 7.1: Initial send fault

March 2024

Section 5.16 – Added allowance for dogs to wear protective footwear during competition.

Figure 7-1 – edited to add clarity of where interacting with the formation would cause a fault

Sections 11.3 and 12.3 – added clarification how time would be determined when the two dogs have differing levels (ie if one dog is a veteran)

NATE Overview

Vision Statement

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

Mission Statement

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

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

Chapter 1: Trials and Matches

Section 1.1 Treibball Defined

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

Section 1.2 Fun Matches

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

Section 1.3 Sanctioned Matches

The purpose of a sanctioned match is to enable handlers and their dogs to gain competition experience in a trial-like setting. Sanctioned matches provide potential trial hosts, judges, and stewards the experience needed to offer NATE sanctioned trial events. Approved matches are publicized on the NATE website and Facebook page.

Any individual or organization may apply to host a sanctioned match by submitting an application and the associated fee 30 days prior to the match. One application fee covers all matches offered on one day or consecutive days if listed on the same application. Hosting a NATE sanctioned match is a prerequisite for hosting a NATE trial. Handlers and dogs need not be registered with NATE to participate in a sanctioned match.

All NATE rules and regulations, including scoring rules, apply. The host must ensure compliance with the rules and guidelines as written.

Performance modification requests as described in Section 3.6 are required during sanctioned matches the same as they are in sanctioned trials.

Dog/handler teams may receive scores and placements. Runs do not count towards titling requirements at the match. However, NATE members may video their NATE-registered dogs and submit the video to the video titling program.

Entry fees and premiums are optional and are determined by the match host.

The match team includes the following:

- **Match chairperson:** The person responsible for maintaining the trial site in accordance with NATE rules and staffing the trial. The match chairperson ensures a hard copy of the NATE Handbook is available at the trial.
- **Match secretary:** The person responsible for the match premium, setting up trial running orders, and recording the results.
- **Match judge:** The person responsible for evaluating team runs and providing feedback. Any NATE member in good standing with a full understanding of NATE rules and protocols may act as a judge for a sanctioned match.
- **Staff:** Helpers who report to the match chairperson and who assist with the functions of the trial. Positions may include desk stewards, timers, ball setters, and gate stewards.

Section 1.4 Trials

The purpose of a NATE sanctioned trial is to provide handler-dog teams the opportunity to compete against one another for placements and earn qualifying runs and titles. Only NATE registered handlers and dogs may participate in a trial.

Any individual or organization may apply to host a NATE sanctioned trial after hosting at least one NATE sanctioned match. The application must be submitted at least 90 days prior to the match.

NATE must approve a site before a trial host can use it for a trial. A site needs to be approved only once unless the site is changed. To gain site approval, the trial host must submit a Host Trial Site Approval form to NATE, along with videos of the proposed trial site with at least one demonstration run of each game to be offered.

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

Section 1.5 Trial Forms and Procedures

All trial forms and samples are available to view and download at the NATE website, www.nationaltreibball.com. The procedures for submitting the forms are included in the descriptions.

- **Host Trial Site Approval:** The trial host must submit a host trial site approval application online the first time a site is used for a trial. NATE must approve the location before the trial host submits a trial application.
- **Sanctioned Trial Application:** The trial host must submit a trial application online to NATE at least 90 days prior to the event date.
- **Judge Contract:** The trial host is responsible for hiring a NATE-approved judge for the event. To obtain a list of approved judges, send an email request to csv@nationaltreibball.com. NATE does not supply a contract for hiring judges. All contract details are negotiated between the judge and the trial host.
- **Trial Premium:** The trial secretary is responsible for creating and advertising the trial premium. NATE posts upcoming events on the NATE website and makes a link to the premium of each event available to the public to assist with publicity.
- **Dog Registration:** Only dogs with valid NATE registration numbers are eligible to enter sanctioned NATE trials. Handlers are responsible for registering their dogs online through the NATE website and entering their dogs' registration numbers on the entry forms. The online procedure to register dogs should appear on the premium.
- **Trial Summary Paperwork:** The trial host must submit trial score recap sheets and post-trial summary sheets to NATE Competition Services at csv@nationaltreibball.com within 10 business days after the trial. These forms are sent to the trial host once the trial is approved. Failure to submit trial results by the deadline may result in loss of future trial hosting privileges.

Section 1.6 Trial Host Responsibilities

The trial host agrees to run the trial under the rules and regulations of NATE in a professional and safe manner. The trial host provides a clear, clean field of play with appropriate boundaries and a safe playing surface free of debris, feces, and other hazards to handlers or dogs. There should be enough balls for the trial entries for each level offered, plus at least two extras of each size in case of ball damage. The trial host also provides all equipment necessary for field setup and any other equipment necessary to keep the trial running smoothly.

The trial host provides adequate staff to run the trial and keep the trial running smoothly, including:

- **Trial chairperson:** Responsible for maintaining the trial site in accordance with NATE rules and staffing the trial. The trial chairperson makes sure a hard copy of the NATE Handbook is available at the trial.
- **Trial secretary:** Responsible for the match premium, setting up trial running orders, and recording the results.
- **Official NATE Judge:** Sanctioned under the NATE requirements.
- **Timer:** Responsible for recording the start and end times of runs.
- **Scoring Steward:** Responsible for adding and verifying scores on the score sheet and recording adjustments to time for final score.
- **Gate Steward:** Responsible for keeping the handlers aware of running order and managing the flow of teams onto the playing field.
- **Field Steward/Ball Setter(s):** Responsible for setting the balls up for play, removing balls not in play, and resetting the field.

All rulings of the judge are final. The trial host does not have the authority to alter rulings. The trial host provides qualifying ribbons, first through fourth placement ribbons for the A, B, Veteran A, and Veteran B divisions (as described in Section 4.3), earned at the trial. The NATE logo must appear on all ribbons. NATE will award title ribbons after the trial is processed. The trial host may offer additional prizes or awards at their discretion. The trial host must submit trial paperwork on time and on the official NATE forms.

The trial host agrees to provide a safe venue for the trial, courteous staff, and a friendly, professional environment for the handlers. The trial host does not delay judging to accommodate late or absent handlers. The trial host either provides adequate crating space or states in the premium that crating space will be limited or unavailable. The trial host need not provide food or water.

Failure to fulfill the trial host responsibilities may result in loss of future trial hosting privileges.

Section 1.7 Trial Premiums and Entries.

The trial host makes the premium available with an entry form and pertinent information about the trial, including:

- The trial secretary's name and contact information
- The dimensions of the fields to be used
- A contact person who can address any questions

Entrants should submit entries and fees directly to the designated trial secretary. Trial hosts may not accept entries that do not include a valid NATE member number and valid dog registration numbers.

The trial host provides handlers with entry confirmations after the trial closing date. The confirmations include a schedule, handler and dog registration numbers, briefing times, and any other pertinent information. The trial secretary notifies registrants of missing or incomplete information. An incomplete entry is not a valid entry.

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

Section 1.8 Timeline of Events to Hold a NATE Trial

Prior to being eligible to host a NATE trial, the following six steps need to be done once. These activities, described in Sections 1.1, 1.2, and 1.3, will provide potential trial hosts the experience needed to offer NATE sanctioned trial events.

- Hold a fun match and get a field overview and flow
- Apply for site approval and get a site approval number
- Organize a match committee
- Secure a site for a sanctioned match
- Apply for a sanctioned match at least 90 days prior to the scheduled date
- Hold a sanctioned Match, demonstrate the flow of people, and provide judging practice

The steps involved in planning and executing a trial include but are not limited to:

- Select a trial committee
- Secure a site
- Hire a judge
- Buy placement and Q ribbons
- Submit a trial application to NATE at least 90 days prior to the event, and get an event number
- Submit the premium to NATE for posting
- Publish the premium on social media and via other outlets
- Receive entries
- Send confirmation emails
- Hold the trial (including trial setup and tear-down)
- Submit trial paperwork to NATE within 10 days of completion
- Wait for NATE to record results and award title ribbons

Chapter 2: Video Titling

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

Section 2.1 Video Titling Fields

In Pre-Novice, Novice, and all Veteran levels, the field must be between 50' L X 35' W (minimum) and 75' L X 50' W (maximum). The Intermediate through Expert levels require either a field size of 75' L X 50' W unless a field modification request is filed and approved. Acceptable modified fields can be set up in a larger training field, an open space, or at a school or park.

- The playing field or surface markings must be clearly visible on the video.
- The field need not have solid fences on all four sides, but field boundaries must be clearly marked with cones or other objects.
- Field markings must include field boundaries, the handler area, the goal area, the goal line, and field distances from the goal line.
- The goal must have a solid back and sides unless an approved field modification request is filed to address that requirement.
- The applicant must clearly mark the boundaries and distances for the judge's reference. Cones, signs, flags, ring gates, and lines drawn or marked with tape or chalk are all acceptable marking methods. Applicants can indicate field dimensions either by signage or by verbal description.

Section 2.2 Video Titling Field Modifications

For individuals without access to a standard field (Small A, Small B, Large) and all the equipment as described in Chapter 5, an approved field modification request form is required. This form is available on the NATE website. These modifications are ONLY for video titling. They do not apply to live competition.

Section 2.3 Field Overview Video Rules

Applicants must submit a video overview of the entire playing field layout with field markings with each submission. In Urban Herding, the field overview must show the pens and fences in place for the level in which the dog is entered.

- The overview video may pan the field for closer views of the field detail.
- The overview video may be either a separate video or combined with the run video.
- If the videos are combined, the field overview should have a title page or caption with the location name and film date and be shown prior to the start of the runs.
- If separate, the name of the YouTube or Vimeo field overview video must include the location name and date filmed, such as Smith Field_23March2025.
- Applicants may use the same playing field layout video for multiple run submissions if the field does not change.

Section 2.4 Titling Run Video Rules.

Video recording begins with the team standing just outside or at the entry of the playing field and ends with the team at the exit or just outside the exit. The video must include a continuous video from the point the team is at

the entrance of the field before the start of the run, through the entire run, and not ending until the handler and dog exit the field after the run's completion. The dog must be on leash while entering and exiting the field.

Videographers may combine multiple runs of the same dog and handler team at the same level in one video, but individual runs must be unedited from start to finish. The videographer must label each trial run with a title page or caption noting the run number prior to the start of the run.

NATE recommends that the YouTube or Vimeo video name include the filming date, handler first and last name, dog call name, height class, game, game level, and run number. For example: 23March2025_Jane Smith_Fluffy_small_Snooker_Nov_run1

Handlers and dogs must always be visible in the video during the run. The run is inadmissible if the ball or the dog travel outside of the boundaries during the run.

The video and lighting must be of sufficient quality to clearly see handler, dog, field markings, and the entire run without obstruction. For runs recorded outdoors, the videographer should record the video with the sun to their back.

The camera should be stationary and set up for the best angle for the judge's view. A camera position ten feet or further beyond the point ball on the side of the field is preferred.

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

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

In Balls N Order (BNO) and Snooker, the ball distinguishing factor must be clear on the video. In BNO someone must announce or show the ball order prior to the start of the run without cuts or editing between the announcement and run start.

Section 2.5 Video Submission

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

Applicants must not edit the portion of the video containing the run being judged. The video must be continuous and must include its original soundtrack. It may not be dubbed or replaced with music or narration. Videos with edits to the sections containing entry, the run, or the exit are disqualified without refund or credit.

The following edits ARE allowed:

- Trim portions of the video before the team entering the field and after the team has exited the field
- Add a title page
- Combine a run video with the field overview video

Videos that do not meet all requirements are not accepted. The run(s) must be re-taped and resubmitted, and a resubmission fee paid. No refunds or credits are given for video runs that are Inadmissible (I), Non-Qualifying (NQ), or Eliminated (E).

Sample videos are available on the NATE website.

Chapter 3: Handler and Dog Eligibility and Conduct

Section 3.1 Handler Eligibility

Handlers may join NATE on the NATE website – www.nationaltreibball.com. NATE titling events and video titling are open to NATE members in good standing. For fun matches or NATE sanctioned matches, handlers do not need to be registered with NATE.

To protect the integrity of the sport, competitors may not enter any class held for title under a judge who resides in the same household.

Section 3.2 NATE Regulations and Local Laws

All persons enrolling in competition or serving in official capacity at NATE events agree to comply with all aspects of NATE regulations and to recognize and accept the decisions rendered through due process of disciplinary rules of action without recourse. These regulations for due process are intended to facilitate a reasonable and expedient resolution of disputes and governance of the sport and are not intended to violate any law in any geographic jurisdiction.

Should it be determined that some portions of these regulations are not permissible in the local jurisdiction, these regulations shall be modified to conform to local law.

Section 3.3 Handler Conduct

All trial officials and handlers must follow the rule of good sportsmanship. The following list outlines the expected conduct and the consequences for misconduct.

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

Section 3.4 Handler Inquiries

Handlers may contact the NATE office via members@nationaltreibball.com for questions regarding their trial records, change of address, registration, or other questions regarding NATE trials or records.

Section 3.5 Handler Grievances

Handlers may submit grievances in writing to the trial host. The trial host submits the grievance to NATE Competition Services with the Post Trial Summary report. Handlers may also submit grievances to Competition Services via email to csv@nationaltreibball.com within 10 days of the trial date.

Section 3.6 Performance Modification Request

If a dog's or handler's disabilities limit the team from performing the game as described, the handler must provide the judge with a Performance Modification form, which they can obtain from the trial host. The forms are also available on the NATE website, www.nationaltreibball.com. This form includes a written description of how the handler intends to perform any part of the game that must be modified to accommodate the dog's or handler's particular disability, and must approximate, as closely as possible, the original game as explained in the NATE rules. The handler must submit the form prior to the start of the class. Approval of the performance modification is at the judge's discretion. The PMR info is transferred to the score sheets and the signed PMR submitted to NATE at the end of the trial with trial recap papers. Handlers may speak with the specific judge under whom they trial for any judging-related questions. Handlers are welcome to email the officiating judge in advance of a trial for any specific questions regarding modification requests.

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

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

Judges assess all NATE treibball teams, including teams requesting performance modifications, in accordance with the current rules and guidelines. Judges may not modify judging guidelines to accommodate performance modification requests, and a modification request must not be for leniency in the judging.

Section 3.7 Eligibility of Dogs

NATE members can register their dogs for competition on the NATE website - www.nationaltreibball.com. Handlers may compete with any NATE registered dog, purebred or mixed breed, over twelve (12) months of age, subject to the limitations stated below. The exception is that there is no age restriction for dogs training for or performing Skill Certification tests. The dog must be run by the registered handler for sanctioned trials and video titling. Participants need not be registered with NATE to participate in fun matches or NATE-sanctioned matches (non-titling events). A handler may enter a dog only in a class for which they are eligible for competition.

Handlers wanting to compete with dogs in the NATE Team Game, as described in Chapter 11, need to register their two dogs as a team. This is done through the Team Dog Registration form found on the NATE website.

To protect the welfare of dogs and the quality of any NATE sanctioned event, dogs having the following conditions cannot compete for as long as the condition exists:

- Younger than twelve (12) months of age.
- Exhibits a deformity that puts them at risk for injury by performance, such as injury, illness, lameness, stitches, or bandages, or that trial officials deem to be unfit for play. Premiums include a local veterinary contact in case of injury at the trial.
- Demonstrates signs of aggression, are shut down (unable to work), or exhibit extreme stress, as determined by the judge or a trial official.
- Is a female in season; such dogs are not allowed on trial grounds. The participant must notify the trial host of withdrawal for this reason before the trial's official start time to receive a refund. The trial host may

retain a portion of the entry fee as a processing fee. The trial premium must state the refund percentage available when withdrawing for this reason.

Dogs found to meet any of the preceding conditions after entry at a trial or event shall be immediately dismissed from the event. Problems relating to aggression shall be handled as described under Section 3.8, Aggressive Dog Behavior.

Section 3.8 Aggressive Dog Behavior

The general safety of handlers, trial officials, and spectators is a priority at NATE events.

Any dog displaying aggressive or threatening behavior towards people or other dogs during play, in the opinion of the officiating judge, receives an elimination.

Any dog displaying aggressive behavior on trial grounds, in the opinion of the trial officials or trial host, is asked to be contained safely. If that is not possible, the handler is asked to remove the offending dog from the trial site.

The trial host does not refund entry fees for dogs excused from the trial due to aggressive behavior.

Section 3.9 Ball Damage

Trial hosts should have at least two extra balls of each size in case of breakage to prevent delay of the trial due to equipment failure.

If a handler's dog damages a ball, the handler must pay a standard replacement fee for that ball by end of the trial to avoid suspension and forfeiture of future trial entries. Members do not receive credit for qualifying runs while suspended. Members with suspended NATE registrations must pay the ball damage fees they owe to be reinstated.

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

Section 4.1 Game Levels

Each treibball game has four levels: Novice, Intermediate, Advanced, and Expert. Some games may also have a Pre-Novice level. A dog may start at either Pre-Novice or Novice level in games that have both levels.

Section 4.2 Titles

Dogs earn qualifying legs and titles through NATE sanctioned trials and video titling. Qualifying runs from trials and video titling may be combined to earn titles.

A handler-dog team earns the NATE Treibball Enthusiast (TE) title with three qualifying runs at a level in a game. A dog is eligible to compete at the next higher level in the game after earning a level title. A dog earns the Skills Certification (TE-SC) after receiving all nine Skills Certification certificates.

Game	Pre-Novice	Novice	Intermediate	Advanced	Expert
Standard	TE-PN	TE-N	TE-I	TE-A	TE-E
Balls N Order	-	TE-NBO	TE-IBO	TE-ABO	TE-EBO
Team Standard	-	TE-NST	TE-IST	TE-AST	TE-EST
Pairs Standard	-	TE-NSP	TE-ISP	TE-ASP	TE-ESP
Urban Herding	-	TE-NUH	TE-IUH	TE-AUH	TE-EUH
Snooker		TE-NSN	TE-ISN	TE-ASN	TE-ESN

Teams earn the NATE Outstanding Treibball Enthusiast (OTE) level title by completing an additional ten qualifying runs at a level in a game. The Pre-Novice level does not have an OTE title.

Game	Novice	Intermediate	Advanced	Expert
Standard	OTE-N	OTE-I	OTE-A	OTE-E
Balls N Order	OTE-NBO	OTE-IBO	OTE-ABO	OTE-EBO
Team Standard	OTE-NST	OTE-IST	OTE-AST	OTE-EST
Pairs Standard	OTE-NSP	OTE-ISP	OTE-ASP	OTE-ESP
Urban Herding	OTE-NUH	OTE-IUH	OTE-AUH	OTE-EUH
Snooker	OTE-NSN	OTE-ISN	OTE-ASN	OTE-ESN

Urban Herding has four field options listed in Section 13.3 for use in video titling. To get the 10 qualifying runs for an OTE, Urban Herding Video titling needs 2 qualifying runs each from the 4 field options plus 2 more of the handler's choice from the 4 field options. If the team has qualifying runs from live trials and video submissions, they are combined, and the OTE title would look like:

Number of Live Trial Qs	Number of VT Qs	Video Titling Field Options
1	9	2 Q's each from 4 field options +1 of handler's choice
2	8	2 Q's each from 4 field options
3	7	2 Q's each from 3 field options +1 Q from the 4th field option
4	6	2 Q's each from 2 field options +1 Q from the other 2 field options
5	5	2 Q's each from 1 field options +1 Q from the other 3 field options
6	4	1 Q from 4 field options
7	3	1 Q from 3 of the field options
8	2	1 Q from 2 of the field options
9	1	1 Q from 1 of the field options
10	0	

Teams who have earned a TE title in one level may move to the next level to compete for that TE title while continuing to work in the next lower level for their OTE title. Once a team has earned an Outstanding title in a level, Novice through Advanced, the dog has completed that level and may not continue to compete at that level. A team can earn Qs toward an Outstanding title until they complete the next higher level TE title.

The Champion I title is awarded to teams who have earned both the OTE-E title and OTE-EBO. Additional Champion Titles (II, III, IV, etc.) are achieved by completing 10 more Qs in the expert level of the Standard and Ball N Order games (20 Qs in total).

The Versatile Champion I title is awarded to teams who have earned the OTE-E, OTE-EBO titles and 10 Qs from any combination of expert level Team, Pairs, Snooker, Urban Herding, or any other titling games (30 Qs in total). Qs for these games are beyond those earned reaching the expert level title. If a combination of live trial Qs and video submission Qs for Urban Herding is used, the video submissions should be spread across the four field options, in a similar spread as for the OTE title described above. Additional Versatile Champion Titles (II, III, IV, etc.) are achieved by completing 10 more Qs in both expert level Standard and Ball N Order and 10 Qs from any combination of expert level Team, Pairs, Urban Herding, or any other titling games (30 Qs in total).

Section 4.3 Divisions

Each game level has four divisions: A, B, Veteran A, and Veteran B.

- The A division is for dogs who have not earned a title at that level.
- The B division is for dogs that have earned a Treibball Enthusiast title and are continuing to compete towards the Outstanding Treibball Enthusiast title in that level.
- The Veteran divisions are for dogs 8 years and older.
 - Veteran A division is for dogs 8 years old and up who have not earned a title at that level.
 - Veteran B is for dogs 8 years old and up who have earned a Treibball Enthusiast title and are continuing to compete towards the Outstanding Treibball Enthusiast title in that level.

Participation in these divisions is the handler's choice; dogs are not required to move to the Veteran divisions when they turn 8 years old. A dog that is 8 years or older and has already begun competition may enter the Veteran division at the current level or may return to a lower level in each game. A dog's titles and qualifying runs transfer with the dog when they move into the Veteran division.

Once the dog earns a qualifying score at a specific level in the Veteran division, it may not move to a lower level in that game. Each game specifies the point ball distance, additional game time, and any other modifications in the Veteran division. Once a dog competes at the Veteran division, in any game, they must compete in the Veteran division in all games from that point forward.

Trials run all divisions of a level together. Trials award placements in each class height separately for A, B, Veteran A, and Veteran B divisions.

Section 4.4 Height Classes

There are 6 height classes in each division based upon dog height, as shown in the following table. A dog's height is determined by its height at the withers. Handlers must provide accurate information regarding their dog's height at the withers at the time of registration.

Table 4.3: Height Classes	
Class	Dog Height
Mini	9" (22.5 cm) & under
X-Small	Over 9" (22.9 cm) up to 14" (35.5 cm)
Small	Over 14" (35.5 cm) up to 18" (45.7cm)
Medium	Over 18" (45.7 cm) up to 22" (55.8 cm)
Large	Over 22" (55.8 cm) up to 26" (66 cm)
X-Large	Over 26" (66 cm)

Balls should be at least the same height as the dog's height at the withers and may exceed the dog's head height.

Once a handler registers a dog in a height class, they must notify NATE if the height class must be changed. This is done with the Height Class Change form found at www.nationaltreibball.com. There may be a small fee for the change. A handler may not register a dog in two different height classes at any one trial.

The judge may measure the dog to determine if the dog is in the correct height class. If the judge determines the dog is in the incorrect height class, the dog can be moved for the trial and the handler must notify NATE via the Height Class Change form. If the trial host's ball size is lower than the dog's height at the withers, the judge may move the dog to the next larger class. This is considered a one-time move which does not require submission of the Height Class Change form. There will be no other switching of height classes at events.

Trial staff, judges, and handlers may use wickets to determine the appropriate height category for a dog. See Appendix A for a description of wickets.

A dog's titles and qualifying runs transfer with the dog between height classes.

Chapter 5: General Field, Trial, and Equipment Requirements

Section 5.1 Trial Site Defined

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

Section 5.2 Surface and Location

The field of play may be indoors or outdoors. The playing surface is level and made of grass, soccer turf, matting, dirt, dirt/sand mix, or other suitable material which safely gives the dog traction. Any obstructions in the field may not be used to make the game play easier.

Section 5.3 Warm-up Area

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

Section 5.4 On-Deck Area

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

Section 5.5 Ball Corral

A ball corral area must be located conveniently near the competition field. The corral must be large enough to hold all the balls necessary for the trial. Any boundaries shared with the playing field must block the dog's view of balls not in play.

Section 5.6 Field Boundaries

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

Section 5.7 Field Size

NATE recognizes three field sizes, with the appropriate size used for the level and division and game, as follows:

Large Field:

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

Small Field A:

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

Small Field B:

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

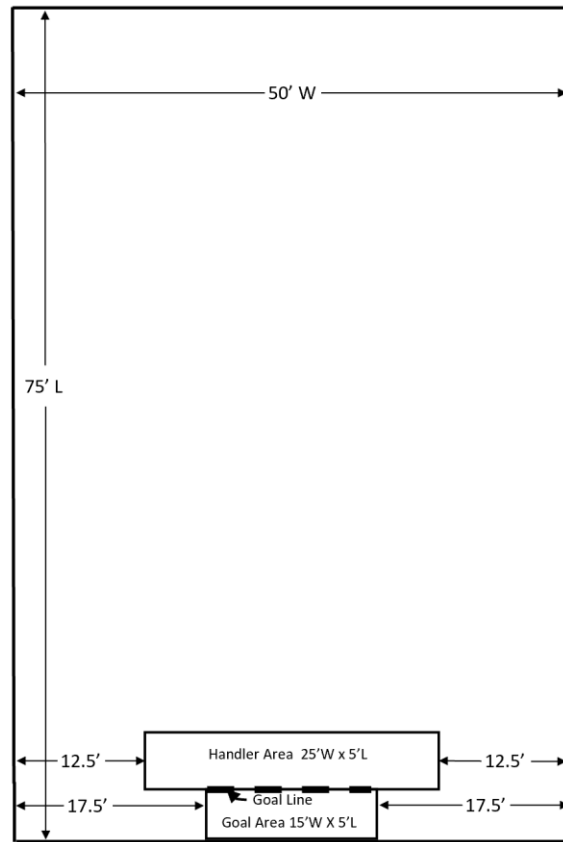


Figure 5.1: Large Field

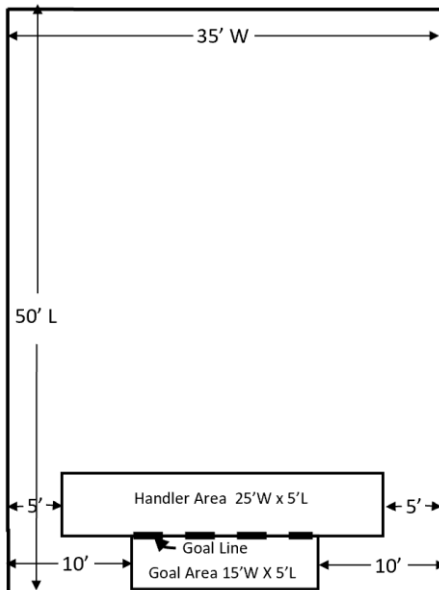


Figure 5.2: Small Field A

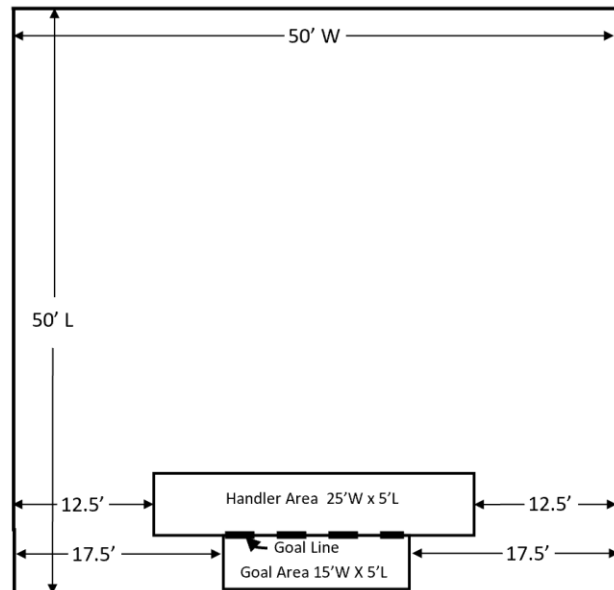


Figure 5.3: Small Field B

Section 5.8 Goal Area

The goal area is 15' W X 5' L and centered at one end of the field. The goal line is the line connecting the front edges of the goal sides. The trial host marks the goal line with tape, chalk, or other visible material. The goal area must consist of a sturdy physical barrier on three sides, with the fourth side open to the handler area and separated from it by the goal line. The back of the goal area can be a wall. Goal sides must be a minimum of 3' high and able to contain all balls brought to the goal. Dogs must be able to safely play a ball off the sides of the goal area without the sides moving out of position or requiring the handler to hold them. The fencing must prevent balls from going behind the goal area. A bumper may be placed within the goal area no closer than 2' behind the goal line to help keep the balls in the goal area.

Section 5.9 Handler Area

The handler area is 25' W X 5' L and located immediately in front of and centered on the goal area. The back of the handler area includes the goal line plus 5' to either side. The trial host must mark this area with tape, chalk, or other visible material. Participants in video titling may use cones, if necessary, to make the boundary visible on the video.

Section 5.10 Fences (Urban Herding Only)

Fences for urban herding are made of materials like those used for goal sides. They must be see-through (such as lattice) for all levels. Fences must be at least 4' wide by at least 3' tall and must be stabilized so dogs can play balls off them. Sandbags or other forms of stabilization must not be on the same side of the fence as the ball starting point. Fence feet may be on the same side of the fence as the ball starting point only if they are flat on the ground. Video titling participants may use shorter fences, but the fences must be taller than the ball. The game level determines the number and placement of fences.

Section 5.11 Pens (Urban Herding Only)

Pens for urban herding must have three sides and be made of materials like those used for goal sides and fences. The material must be see-through such as lattice for all levels. The sides must be at least 3' tall and 8' long X 8' wide. One side of the pen may be the field side ring barriers. Pen openings must face the far end of the field, not the goal end. Stabilization of the sides (sandbags) must be on the outside of the pen. Fencing feet on the inside of a pen should be minimized to reduce impediments to ball movement. The game level determines the number and placement of pens.

Section 5.12 Gates (Urban Herding Only)

A gate in urban herding is the open area between two fences through which the dog must push a ball.

Section 5.13 Mats

The host club must provide mats that measure approximately 2' X 2'. Mat material should not be slick, and mats should be capable of remaining in place without any external means of restricting mat movement.

Section 5.14 Field Safety Management

The trial host should choose the entrance and exit gate locations carefully to ensure dog and handler safety during the transition between runs. Hosts must consider the on-deck area and ball corral when planning the flow on and off the field. The field stewards must wait for teams to exit before moving balls around the field.

Section 5.15 Elimination Area

The trial host will designate an area for handlers to exercise dogs attending the trial. Handlers must clean up and dispose of animal waste.

Section 5.16 Attire

Dogs may run with or without collars. Only properly fitted flat buckle or snap, rolled buckle, or limited slip/martingale collars are permitted on dogs during play. Dogs may not wear harnesses during runs. Electronic, citronella, prong, and slip (choke) collars are all strictly forbidden during competition and anywhere on the competition grounds. Collars may include identification tag attachments. Dogs may wear training aids such as head halters and no-pull harnesses on trial grounds, but not in the warm-up, on-deck, or game field areas.

Dogs may wear footwear at the handler's discretion to improve traction or to protect the dog's paws from the surface. Footwear cannot be worn to cover an injury.

Nothing else may be worn by the dog except items as described in this paragraph.

Section 5.17 Leashes

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

Section 5.18 Shepherd's Crook

Handlers may use shepherd's crooks or staves up to 6' long. A crook is considered an extension of the handler when touching balls, but the handler may not touch their dog with the crook.

Section 5.19 Balls

All balls must be made of durable, burst-resistant vinyl or similar material. Common exercise balls are fine. The balls must be round and firm with some give when touched. Rigid, hard, or non-chew balls are not allowed. Ball inflation must be consistent between balls used within a trial. The judge should assess ball inflation before the start of the game. Balls must not contain solid or liquid materials, such as sand or water. The trial host may add markings to the ball exteriors with marker or tape to increase visibility and for identification purposes in games. Balls should be a different color from walls and fences to improve visibility.

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

- New balls are stiff and need to stretch out before fully inflating. Inflate them to within 10 cm of the labeled size and allow them to sit several hours or overnight to stretch. Proceed with inflation to the appropriate level, which is firm but with some give when touched. Some balls may need additional inflation in another 24 hours.
- Previously inflated balls should be inflated to be firm with some give when touched.
- Measure ball height only after the balls have been fully inflated according to the above instructions. Suggested methods for measuring balls include the following:

- Use a flexible measuring tape to measure ½ the circumference of the ball and refer to the Ball Sizing chart below for conversion to diameter. Some balls come equipped with a specially designed tape that measures ½ or the entire circumference and gives the equivalent diameter (height) of the ball.
- Measure and mark a freestanding PVC pole with the allowable size ranges. Then use a level on top of the ball to determine the ball's size.
- Observe these temperature considerations:
 - When temperatures are above 90° F, be aware that even anti-burst balls can easily be overinflated and burst. Proceed with caution.
 - At colder temperatures balls may be stiff and require partial inflation and time to stretch before fully inflating. In very cold temperatures balls may require additional inflation so they do not bog down when pushed. Some ball materials will no longer give to the touch at very cold temperatures.

Table 5.1: Ball Sizes by Height Class			
Height Class	Ball Size (Diameter)	Allowable Size Range	Ball ½ Circumference
Mini	25 cm	18 cm-30 cm (7" – 11.5")	28 cm - 47 cm (11" – 18")
X-Small	35 cm	30 cm-40 cm (11.5" – 15.75")	47 cm - 63 cm (18" – 24.75")
Small	45 cm	40 cm-50 cm (15.75" – 19.75")	63 cm - 78.5 cm (24.75" – 31")
Medium	55 cm	50 cm - 60 cm (19.75" – 23.5")	78.5 - 94 cm (31" – 37")
Large	65 cm	60cm -70cm (23.5" – 27.5")	94 cm- 110 cm (37" – 43")
X-Large	75 cm	70 cm - 80 cm (27.5" – 31.5")	110 cm – 126 cm (43" – 49.5")

Section 5.20 Ball Stabilizers

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

Stabilizers should be made with tubing or hose and connector pieces as described in the following table. Tubing of the appropriate outer diameter (OD) and length must be used for the ball size, but only 0.5" tubing should be used for balls in the Mini and XS classes. The stabilizer size required may vary based upon the playing surface.

Table 5.2: Suggested Stabilizer Size by Height Class				
Height Class	Ball Size (cm)	Tubing Outer Diameter (in)	Tubing Length (in)	Approximate Ring Diameter (in)
Mini	25	0.5	20	6.25
XS, SM	35, 45	0.5-1.0	24	7.5
Sm, Med	45, 55	0.5-1.0	31	10
Med, Lg	55, 65	0.5-1.0	38	12
Lg, XLg	65, 75	0.75-1.0	44	14

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



Figure 5.2: Connector piece construction

Chapter 6: General Game Play

Section 6.1 Field Preparation

The field crew prepares the field for the run by placing the balls in the initial formation or starting point and ensuring the goal sides, fences, pens, and field markings are in the correct locations. The number of balls and starting placement are based upon the game, level, division, and class height and are described in the chapters covering specific games (Chapters 8 through 13).

In the formation based games (Standard, Balls N Order, Snooker, Team, and Pairs) the point ball is the single ball in the first row of the ball formation. In Snooker, the point ball is the single ball in the first row of the red ball formation. The point ball distance is measured from the center of the ball to the goal line and defined in the game level description.

The remaining balls are placed in the required formation, spaced approximately 6" apart (12" apart for Standard Pre-Novice) from widest edge to widest edge. The field crew may use a 6" PVC tube or ruler to measure the space.

Section 6.2 Game Start

The handler walks the dog on leash to a starting position within the handler or goal area. The judge signals "Go When Ready" when they determine that the field, initial ball placement, and field crew are ready.

The handler removes the leash, places the leash on the ground or on the goal, and begins the run by sending the dog for the first time. The clock starts when the dog crosses out of the handler area.

Section 6.3 Game Play

In formation games (Standard, BNO, Team, Pairs) the dog moves around the initial ball formation and drives in the point ball followed by the remaining balls as defined by the game and level in the applicable formation game chapter.

Snooker does not have a point ball requirement; see Chapter 10 for details.

Urban Herding is not a formation game; see Chapter 12 for its description.

In all games the dog may not cross over, under, or through the field boundary, fences, goals, or pens during play.

A ball is in an area when the portion touching the ground is on or crosses over the area line. Balls must be in the goal area or pen to score. Balls in the handler area are not considered to be in the goal area.

In all formation games the handler may touch the ball only to move it from the handler area to the goal area after its bottom portion touches the handler area line. The handler may not otherwise touch the ball. Urban Herding permits handlers to place a ball within the handler area or goal to optimize driving the ball to a pen. Handlers may step into the goal area at any time during the game.

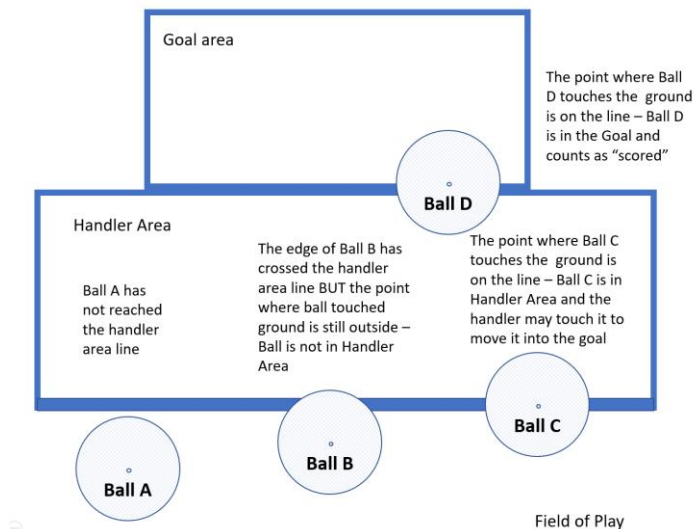


Figure 6.1: Ball crossing a line

Section 6.4 Game End/Clock Stops

The game ends when the judge calls “Time” to stop the clock. The judge calls “Time” when the dog lies down within the handler, goal, or pen areas after having retrieved all balls and placed them inside the goal and pen areas. The handler attaches the leash to the dog and leaves the field after the judge calls “Time.”

If the team exceeds the maximum course time before moving all balls into the goal and pen areas, the timer stops the clock and signals with a horn or buzzer to alert the judge and handler. At the maximum course time signal, the handler recalls the dog and downs the dog in the handler or goal area before attaching the leash and leaving the field.

Section 6.5 Training Devices, Performance Aids, Food, and Toy Rewards

During competition handlers may use treats, toys, and touch during all games and at all levels, Pre-novice through Expert. These motivators may be used only when both the dog and handler are in the handler area or goal area, but the motivators must not be used to lure the dog into doing a behavior.

Food must not be dropped anywhere on the field, including in the Handler and Goal areas. Toys must:

- Be non-noisemaking
- Be approved by the judge prior to the start of the class
- Be used only in the handler/goal area
- Stay in the handler’s hand
- Never be dropped or thrown

The handler may touch the dog during play but must not restrain with or without the collar except in Pairs.

Section 6.6 Equipment Malfunction

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

Section 6.7 Pre-Contact Interference

The initial ball formation must remain intact until the dog makes first contact with it. If the formation is disturbed prior to the dog's first contact, the judge intervenes and has the formation reset. In video titling, runs are not admissible if the formation does not stay intact prior to the dog making first contact.

Chapter 7: Scoring Guidelines

Section 7.1 Course Handling Standards

A handler and dog work cooperatively as a team with the dog demonstrating a willingness to work throughout the course. The handler directs the dog with voice commands, hand signals, whistles, or a combination of those. They race against the clock to complete the course in the allocated time and in accordance with these regulations. Handlers are allowed and encouraged to praise the dog throughout the run.

Section 7.2 Qualifying Run

A qualifying run consists of meeting the specific game’s goals within the maximum course time and without a major fault or excusal. The run will receive a major fault and NQ if the maximum course time is reached before all the balls are in the goal or pen and the dog(s) is in a down position in the handler area, goal, or pen. See Chapter 10 for an exception to this rule in Snooker.

Section 7.3 Non-Qualifying Run (NQ)

There are six ways for a run to become non-qualifying:

- A run with a score exceeding maximum course time
- A run earning a major fault
- A run earning an elimination/excusal
- A run does not complete all the required tasks
- A run does not earn the minimum number of points in a point collection game
- A dog crosses over, under, or through the field boundary, fences, goals, or pens during play

Section 7.4 Point Ball Faults

In formation-based games the point ball must be the first ball moved into the goal area, except in Snooker. If any ball other than the point ball rolls into the goal first due to dog or handler contact with it, the following time faults apply:

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

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

In Standard, Team, and Pairs, point ball faults are not incurred when a ball other than the point ball rolls into the goal before the point ball without handler or dog contact, such as due to a gust of wind or momentum from the initial break. The ball does not need to be rolled back. In BNO, this would be a unintentional foul ball, as described in section 7.10.1 with no time faults incurred. In BNO, an intentional foul, described in section 7.10.2, is when a ball is pushed into the goal before the point ball and has time faults assessed as in Table 7.1: Point Ball Faults.

Section 7.5 Initial Ball Formation Disturbance Faults

In formation-based games (except Snooker) a fault is incurred if the dog intentionally moves one or more non-point balls before touching the point ball. It is intentional if the dog interacts with the balls directly using the head, chest, shoulder, leg, or paw with the intent to move the ball.

A smaller fault is incurred if the dog unintentionally causes any movement of the non-point balls before touching the point ball. It is unintentional if the dog does not intend to move the ball. An example of unintentional contact would be a dog's tail swiping the balls as the dog moves around the formation and moves a non-point ball. A dog may receive only one intentional and one unintentional fault per run. The judge determines whether a non-point ball movement is intentional or unintentional. Penalties are assessed as follows:

Table 7.2: Initial Ball Formation Disturbance Faults					
	Pre-Novice	Novice	Intermediate	Advanced	Expert
Intentional	+5 seconds	+10 seconds	+20 seconds	+30 seconds	+40 seconds
Unintentional	No penalty	+5 seconds	+ 5 seconds	+10 seconds	+10 seconds

Section 7.6 Breaking/Pushing Through Ball Formation on the Initial Send Fault

The dog must move around the starting ball formation to reach the point ball on the initial send in Standard, BNO, Team, and Pairs. If a dog runs through the starting ball formation (instead of around it) to reach the point ball, it results in a major fault and NQ. In Pre-Novice only, a dog may move through the initial ball formation without receiving faults if the balls are not disturbed. Non-point ball movement faults still apply in Pre-Novice.

On the initial send, interacting with the formation at any spot in front of the widest point of the formation will result in a major fault and NQ at all levels except PN

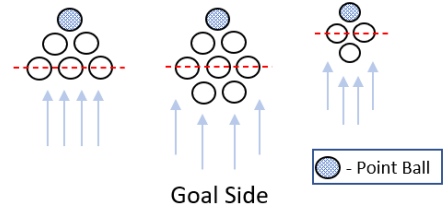


Figure 7.1: Initial send fault

Section 7.7 Handler Area Faults

A handler area fault is incurred when:

- any portion of the handler's foot touches or crosses the line of the handler area.
- the handler touches any ball before the bottom of the ball touches or crosses the handler area lines. This includes the use of hands, staff, or a shepherd's crook to reach for a ball.
- the handler touches the ball for any reason other than to move it from the handler area to the goal.
- During rollback, the handler doesn't completely release the ball before it crosses the line back onto the field of play.

Each incident receives a 10 second time fault. Stepping out of the handler area with both feet before the end of the run, except to roll back a wrong ball, is a major fault and NQ at all levels. Limits on handler area faults by level are:

Table 7.3: Handler Area Faults					
	Pre-Novice	Novice	Intermediate	Advanced	Expert
Max allowed, 10 secs each	2	2	2	1	0
Major fault and NQ	3 or more	3 or more	3 or more	2 or more	1 or more

Section 7.8 Training Devices, Performance Aids, Food and Toy Reward Faults

In Pre-Novice through Expert levels, handlers may use treats, toys, and touch during all games. These motivators can be used only when both the dog and handler are in the handler area or goal area.

The following actions will result in a Major Fault or NQ:

- Touching the dog or using food or toys outside of handler/goal area
- Dropping food anywhere - on the field or in the handler/goal area
- Incorrect use of the toy

Section 7.9 Wrong Ball Faults

After the point ball moves into the goal, the judge calls “Wrong Ball” whenever an incorrect ball rolls into the goal (not the handler area) for any reason. Two or more incorrect balls rolling into the goal in the same incident count as a single Wrong Ball call. When a wrong ball occurs, the dog can finish pushing the ball they’re on into the goal; then the handler returns both balls to the field. A 10 second time fault is assessed for each Wrong Ball incident.

The following actions will result in a Major Fault or NQ:

- Exceeding the maximum number of Wrong Balls
- Not rolling a Wrong Ball back on the field at the correct time
- The dog interacting with another ball before the handler rolls out a Wrong Ball the proper roll back distance

Table 7.4 specifies the number of wrong balls allowed in BNO and Snooker.

Table 7.4: Number of Wrong Balls Allowed				
	Novice	Intermediate	Advanced	Expert
BNO	No limit	2	2	1
Snooker Opening	No limit	No limit	No limit	No limit
Snooker Closing	0	0	0	0

Section 7.10 Foul Ball Faults

There are two type of foul balls – Unintentional and Intentional. This fault occurs during the Point Ball retrieval.

7.10.1 Unintentional Foul Ball Fault

In BNO, any balls which unintentionally rolls (not pushed by the dog) into the goal before the point ball is an unintentional foul ball. The judge calls “Foul Ball” as soon as the non-point ball is in the goal. Faults are not assessed for unintentional foul balls, but the ball must be rolled back onto the field. If the dog interacts with another ball before the handler rolls out a foul ball the proper roll back distance, it is a major fault and NQ.

7.10.2 Intentional Foul Ball Fault

In BNO, an incorrect ball which is intentionally driven into the goal before the point ball is an intentional foul ball with time faults assessed as described in Table 7.1: Point Ball Faults. The judge calls “Foul Ball” as soon as the non-point ball is in the goal. The Foul Ball, and any balls rolled or pushed into the goal after it, must be rolled back onto the field before further play occurs. If the dog interacts with another ball before the handler rolls out a foul ball the proper roll back distance, it is a major fault and NQ.

Section 7.11 Major Faults: Automatic NQ

Major faults result in a Non-Qualifying score (NQ). The handler and dog can continue to play the game until the maximum course time.

Section 7.12 Elimination

The judge signals via whistle when a dog/handler team is excused from the field and eliminated from competition. The judge’s decision is final.

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

- Ball destruction: The dog deflates the ball by any means other than running the ball into an obstacle.
- Fouling the ring: The dog pees, poops, or vomits in the ring before, during, or after a run.
- Handler interference: The handler physically assists or touches the dog in such a manner that aids the performance, avoids a penalty, or saves time that might otherwise have been lost had such contact not occurred, such as pressing the dog into a Down position.
- Corrections: The handler uses harsh verbal corrections or reprimands the dog.
- Outside assistance: Someone outside the ring provides instruction or touches the dog or balls during the run in such a manner that the instruction or contact aids the performance, avoids a penalty, or saves time that might otherwise have been lost had such contact not occurred.
- Dog Behavior:
 - The dog leaves the ring before completing the run.
 - The dog bites at the handler, shows any other sign of aggression, or demonstrates a loss of control or abuse to the handler or others.
 - The dog bites at a ball with intent to destroy the ball.
 - The dog or handler exhibits any sign of aggression toward people or dogs anywhere on the trial site before, during, or after the team’s individual run.
 - The dog wears any collar not permitted during runs.
 - The dog has ceased to work, is out of control, is beyond the point of completing the run in a reasonable time or with a meaningful score or is performing in an unsafe manner.
 - The dog appears to be lame or ill.

Section 7.13 Tie Scores

In the event of a tie, a runoff serves as a tiebreaker. The runoff is a single ball at a level-appropriate distance. The fastest time with the fewest faults wins. All game rules apply.

Section 7.14 Placements

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

For the games Standard, BNO, Snooker, and Urban Herding, scoring and placements for each game level and class height are separated for participants entered in A, B, Veteran A, and Veteran B divisions. For Team and Pairs, where each dog might be a different size or division, placements will be made by game level (Nov, Int, Adv, Exp).

Section 7.15 Video Title Judging

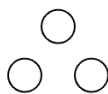

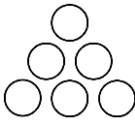
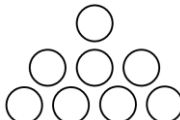
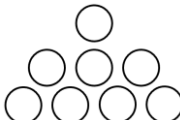
Occasionally situations occur in videos which would not occur at trials. An example is a dog is instructed to sit instead of down at the end of the run. In a trial the judge would inform the handler that the dog needs to down. That is not an option for a video submission. The video judge may elect to give faults for those minor incidents which do not impact the outcome of the game nor fundamentally deviate from the game intention instead of giving an NQ.

Chapter 8: Standard Game Rules

In the Standard game, the handler sends the dog out directly past an initial ball formation, and then instructs the dog to drive in the point ball first. The dog then retrieves the remaining balls in any order. The dog must push all the balls into the goal area within a designated time. Each level of the Standard game increases in difficulty by the number of balls used and their distance from the goal line. During a trial, the same balls and placement within the formation will be the same within each level and class for each dog. Chapter 5, describes field dimensions and equipment requirements including ball sizes, Chapter 6 explains the general game play, and Chapter 7 describes faults and scoring. Dogs may start in Pre-Novice or Novice.

Section 8.1 Field Setup and Ball Formation

Table 8.1 describes the field size, initial formation, ball spacing, and point ball placement distance for each level.

Table 8.1: Standard Field Setup					
Level	Pre-Novice	Novice	Intermediate	Advanced	Expert
Field Size					
Min - XL	Small field all div	Small field all div	Large field div A/B Small field Vet	Large field div A/B Small field Vet	Large field div A/B Small field Vet
Balls					
# Balls	3	3	6	8	8
Formation					
Point Ball					
XL-Small	20'	25'	30'	40'	50'
XS - Mini	15'	20'	25'	30'	40'
XL-Small (Vet)	20'	20'	25'	30'	40'
XS - Mini (Vet)	15'	15'	20'	25'	35'
Ball Spacing					
Min - XL	12"	6"	6"	6"	6"

Figures 8.1 and 8.2 show examples of fields setup with point balls and formations as required by level.

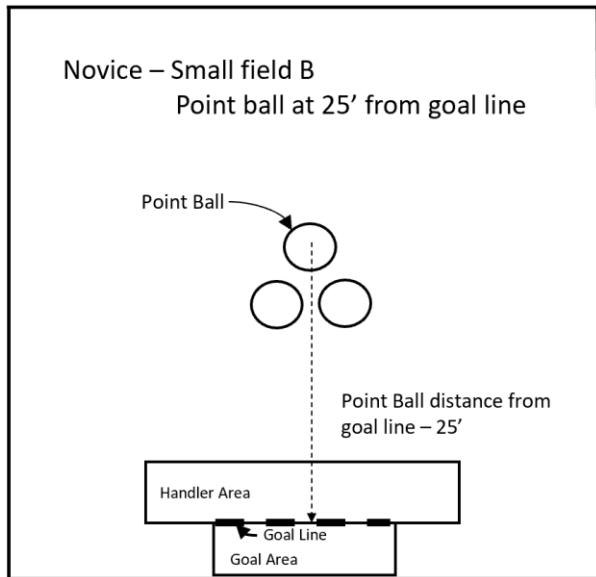


Figure 8.1: Small Field B with Novice Standard Ball Formation

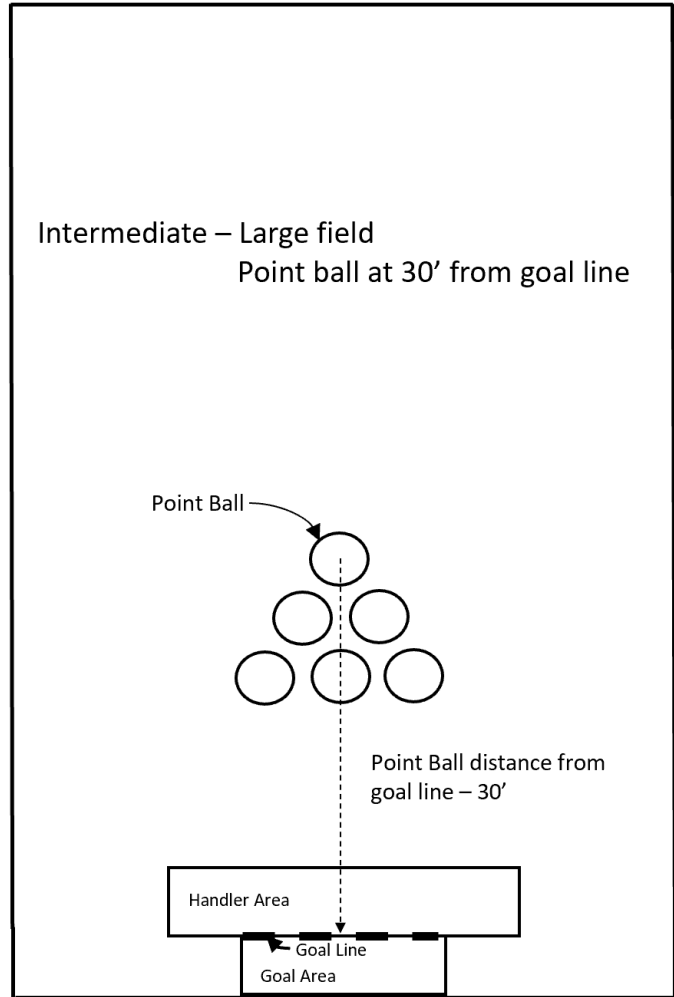


Figure 8.2: Large Field with Intermediate Standard Ball Formation

Section 8.2 Game Play

The game starts with the handler sending the dog out past the initial ball formation, and then instructing the dog to push in the point ball first. The dog then retrieves the remaining balls in any order. The dog must push all the balls into the goal area within a designated time. Table 8.1 specifies the maximum course time per level. The game ends when the judge calls “Time” to stop the clock. The judge calls “Time” when the dog lies down within the handler or goal areas after having retrieved all balls and placing them fully inside the goal.

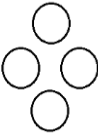
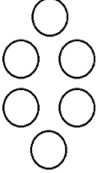
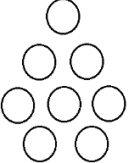
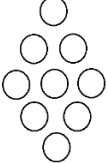
Table 8.1: Maximum Course Time					
Level	Pre-Novice	Novice	Intermediate	Advanced	Expert
Mini – XL	2:15 min	2:00 min	3:00 min	4:00 min	4:00 min
Mini – XL (Vet)	2:15 min	2:15 min	3:30 min	4:45 min	5:00 min

Chapter 9: Balls N Order Game Rules

In the Balls N Order (BNO) game, the handler sends the dog out directly past a ball formation and then instructs the dog to drive the point ball into the goal area first. The dog then retrieves the remaining balls in a predetermined order. The dog must push all the balls into the goal area in order within the designated time. Dogs must start at the Novice level regardless of their current level in Standard and other games. All Standard game specifications and rules apply with modifications and additions listed in this chapter.

Section 9.1 Field Setup

The field size, handler area, goal size, and point ball placement are the same for each level as in the Standard game rules. In addition to all the Standard game field markings and cones, the field must have a cone or clearly visible marking on either side to indicate the minimum ball roll back distance for rolling back onto the field balls that have come into the goal area in the incorrect order. Table 9.1 specifies the field setup for BNO.

Table 9.1: Balls N Order Field Setup				
Level	Novice	Intermediate	Advanced	Expert
Field Size				
Min - XL	Small field all div	Large field div A/B Small field Vet	Large field div A/B Small field Vet	Large field div A/B Small field Vet
Balls				
# Balls	4	6	8	9
Formation				
Point Ball				
XL-Small	25'	30'	40'	50'
XS - Mini	20'	25'	30'	40'
XL-Small (Vet)	20'	25'	30'	40'
XS - Mini (Vet)	15'	20'	25'	35'
Ball Spacing				
Min - XL	6"	6"	6"	6"
Roll back Line				
Min - XL	10'	15'	20'	25'

Figures 9.1 and 9.2 show examples of fields set up with point balls and starting formations as required by level.

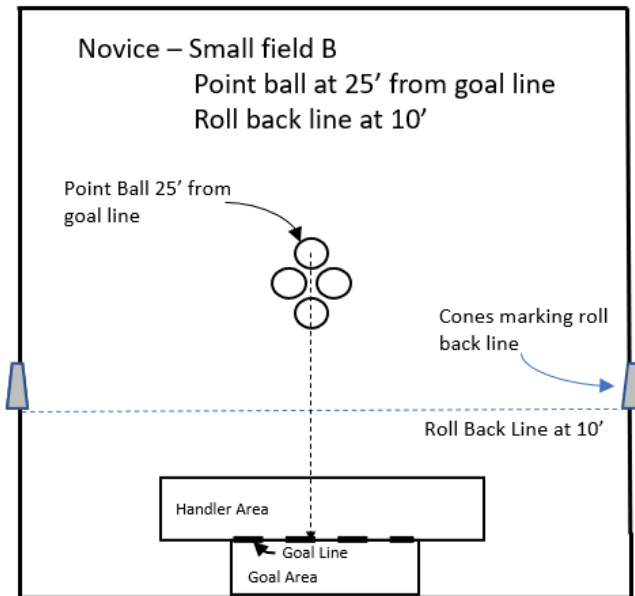


Figure 9.1: Small Field B with Novice BNO Ball Formation

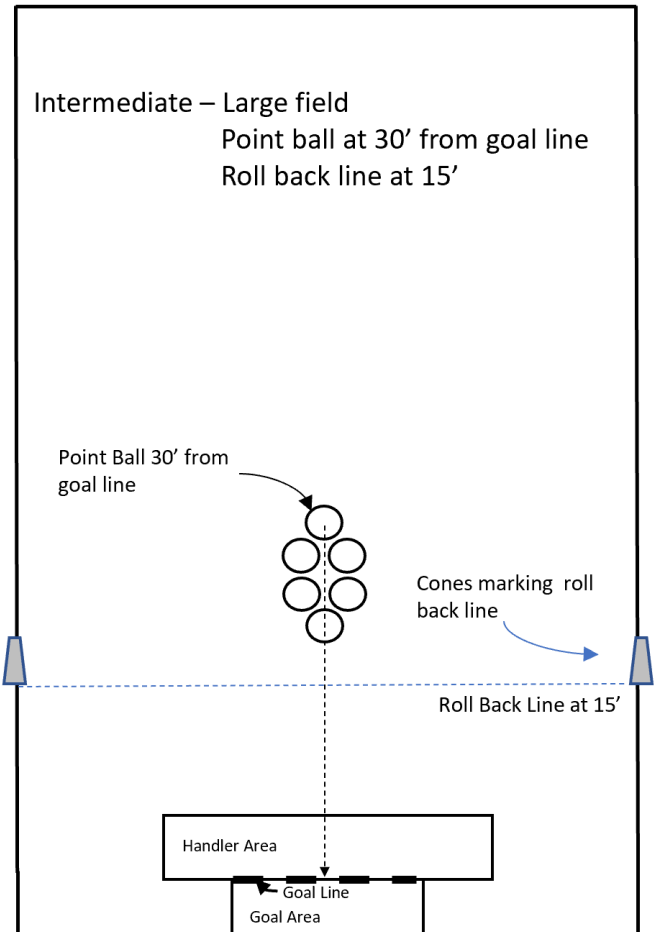


Figure 9.2: Large Field with Intermediate BNO Ball Formation

Section 9.2 Ball Order

Judges and handlers must be able to easily distinguish between balls, either by color or by numbers drawn on the balls. The judge will review the ball order with the handlers prior to the class. The judge or assistant may announce the next correct color or number to help the handler.

If numbers define the retrieval order, the dog should retrieve balls in ascending numeric order starting with 1. If ball color defines the retrieval order, the judge determines the ball order. The suggested order is rainbow color order (Red, Orange, Yellow, Green, Blue, Violet, or the reverse) based upon the ball colors available. All balls must be different colors except for the point ball. The point ball may repeat a color used in the formation to reduce the number of different ball colors required. Balls are placed in the initial formation in random order. During a trial, the balls, the placement within the formation, and the ball retrieval order will be the same within each level and class for each dog.

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

Section 9.3 Game Play

All balls must be brought in within the maximum course time and in the order the judge specifies. Table 9.2 specifies the maximum course time per level. The handler must return all incorrect balls to the field a minimum rollback distance before the dog pushes another ball into the goal. The minimum distance for the roll back varies by level. Table 9.1 specifies the roll back distances per level. If the judge indicates the ball did not roll out far enough, the handler must leave the handler area and move the ball the minimum roll back distance.

Table 9.2: Maximum Course Time				
Level	Novice	Intermediate	Advanced	Expert
Mini – XL	2:30 min	3:30 min	5:00 min	5:00 min
Mini – XL (Vet)	2:45 min	4:00 min	5:45 min	6:00 min

Point ball and initial formation disturbance criteria and faults are the same as in the Standard game. The judge will call “Foul Ball” as soon as any ball enters the goal before the point ball. The dog may continue pushing the point ball into the goal. Fouls balls get returned to the field a minimum roll back distance. The dog must not interact with another ball until the ball has passed the minimum roll back line. The judge will indicate whether the ball rolled out far enough by calling “Clear.” If the judge indicates the ball did not roll out far enough, the handler must leave the handler area and move the ball the minimum roll back distance. Once the judge calls “Clear,” if balls curl or bounce back towards the goal, they are fine and play continues. Foul balls do not stop the timer.

After the point ball moves into the goal, the judge calls “Wrong Ball” whenever an incorrect ball rolls into the goal (not the handler area) for any reason. Wrong balls get returned to the field a minimum roll back distance. The dog must not interact with another ball until the ball has passed the minimum roll back line. The judge will indicate whether the ball rolled out far enough by calling “Clear.” If the judge indicates the ball did not roll out far enough, the handler must leave the handler area and move the ball the minimum roll back distance. Once the judge calls “Clear” if balls curl or bounce back towards the goal, they are fine and play continues. Wrong balls do not stop the timer.

The judge indicates by color or number which balls are incorrect and the handler must return them to the field. The handler area is not part of the goal, so a ball is not considered to be a wrong ball when rolling or sitting in the handler area. When a handler moves any ball from the handler area to the field, it incurs both a handler fault (for improperly touching the ball in the handler area) and a wrong ball fault (since it is presumed the ball would not have been returned to the field otherwise).

Chapter 10. Snooker Game Rules

Snooker originated as a pool table game with twenty-two balls, comprising a cue ball, fifteen red balls, and six other balls—a yellow, green, brown, blue, pink, and black. The object of NATE’s Snooker game is to score as many points as possible within the allotted time. Snooker is a two-part game. In the opening the dog alternates between bringing in “red” balls and numbered balls. The numbered balls get rolled back onto the field. Once the required number of “red” balls are brought in, the closing is run by bringing in the remaining “red” ball and then the numbered balls in numerical order. Dogs must start at the Novice level regardless of their current level in Standard and other games.

Section 10.1 Balls

The game uses two groups of balls. One group is four balls numbered 2 through 5 with markings that are easily read. The second group is four (three for novice) similarly colored or marked balls, which will be referred to in this handbook as “red” balls. These balls need not actually be red, but they should all be similar and distinctly different from the group of numbered balls.

Section 10.2 Field Setup

The field size, handler area, goal size, and red point ball placement distance are the same for each level as in the Standard game rules. In addition to all the Standard game field markings and cones, the field must have a cone or clearly visible marking on either side to indicate the minimum ball roll back distance. A summary of point ball and roll back line distance are in Table 10.1.

Table 10.1: Snooker Field Setup Specifications Per Level				
Level	Novice	Intermediate	Advanced	Expert
Field Size				
Min - XL	Small field all div	Large field div A/B Small field Vet	Large field div A/B Small field Vet	Large field div A/B Small field Vet
Red Formation Point Ball				
XL-Small	25'	30'	40'	50'
XS - Mini	20'	25'	30'	40'
XL-Small (Vet)	20'	25'	30'	40'
XS - Mini (Vet)	15'	20'	25'	35'
Red Formation Ball Spacing				
Min - XL	6"	6"	6"	6"
Roll back Line				
Min - XL	10'	15'	20'	25'

Figures 10.1 and 10.2 show the initial ball setup. Novice setup is shown on the small field and the setup for all other levels on the large field. Veterans play the regular formation on the small field. Distances are as described above in Table 10.1.

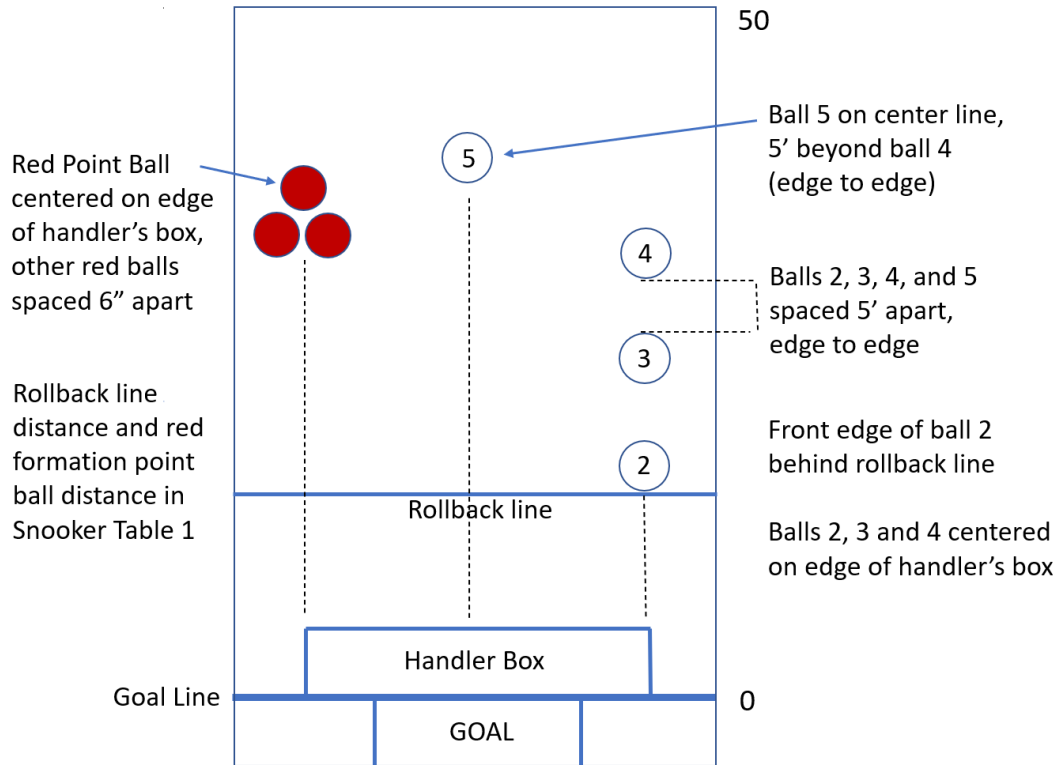


Figure 10.1: Small Field A with Novice Snooker Ball Setup

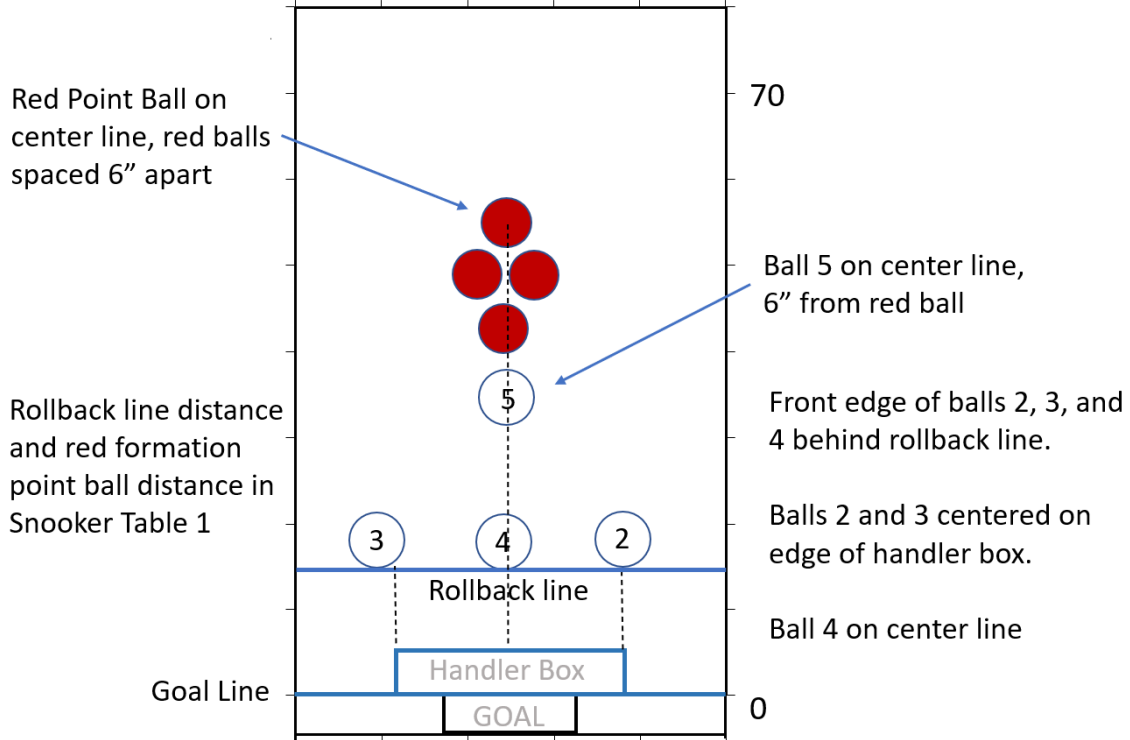


Figure 10.2: Large Field with Snooker Ball Setup

Section 10.3 Game Play

Game play varies depending on the level, as described in the following sub-sections.

10.3.1 Novice Level

- The opening:
 - Retrieve a red ball, retrieve any numbered ball, roll back only the numbered ball at least as far as rollback line.
 - Retrieve another red ball, retrieve any numbered ball, roll back only the numbered ball at least as far as rollback line.
- The closing:
 - Retrieve the last red ball
 - Retrieve the numbered balls in order: 2, 3, 4, 5
 - Down the dog in the handler area/goal to stop the clock.

10.3.2 Intermediate and Above Levels

- The opening:
 - Retrieve a red ball, retrieve any numbered ball, roll back only the numbered ball at least as far as rollback line.
 - Retrieve another red ball, retrieve any numbered ball, roll back only the numbered ball at least as far as rollback line.
 - Retrieve another red ball, retrieve any numbered ball, roll back only the numbered ball at least as far as rollback line.
- The closing
 - Retrieve the last red ball
 - Retrieve the numbered balls in order: 2, 3, 4, 5
 - Down the dog in the handler area/goal to stop the clock.

10.3.3 All Levels

- If a handler fault occurs at any time, the game ends. The judge will blow a whistle, say “Thank you,” and time stops.
- During a trial the judge will call out point values as the balls go in the goal. This call is not required for video titling.
- Opening
 - The red point ball does not need to be retrieved first; any red ball in the formation is acceptable.
 - The handler may touch the numbered ball once it comes into the handler area to move it into the goal area before being rolled back out. If the ball does not go into the goal area before being rolled out, the judge will say “Zero,” that ball will score zero points, and dog is sent for a numbered ball.
 - Numbered balls must be rolled out before the next red ball rolls into the goal.
 - If a red ball moves into the goal before a numbered ball has rolled out beyond the rollback line, the red ball is a wrong ball and gets rolled back.
 - Any ball that doesn't come into the goal at the right time will be called a wrong ball and must be returned to the field a minimum roll back distance. The dog must not interact with another ball until the ball has passed the minimum roll back line.

- The judge will indicate whether the ball rolled out far enough by calling “Clear.” If the judge indicates the ball did not roll out far enough, the handler must leave the handler area and move the ball the minimum roll back distance. During video titling, it is permissible for an assistant to make the call as to whether the ball rolled out far enough to continue play.
- Once the judge calls “Clear,” if balls curl or bounce back towards the goal, they are fine and play continues.
- Closing
 - In the closing, a wrong ball ends the game. Judge will blow a whistle, say “Thank you,” and time stops.
 - Game ends when time runs out or the handler downs their dog in the handler area or goal indicating they are done. If time runs out before the team has brought all the balls in: the timer sounds the buzzer, the judge says “Thank you,” and time stops.
 - Escaped balls - Only balls in the goal at the game’s end count toward final score. Before time ends, balls that had been brought in but have rolled out of the goal must be put back in. If they are in the handler area, the handler may put them in the goal. If they have rolled into the field, the dog must bring them in. Balls not in the goal when time expires will not count toward the final score and will be subtracted from score sheet.

Section 10.4 Scoring

- Highest score in fastest time wins.
- Red balls count as 1 point; numbered balls count as face value
- Get as many points as possible in the allotted time. Maximum course time and minimum points to qualify are in Snooker Table 10.2.

Table 10.2: Maximum Course Times and Minimum Points to Qualify			
Level	Time	Veteran Time	Minimum Points to Qualify
Novice	2:00 min	2:15 min	12
Intermediate	2:15 min	2:30 min	15
Advanced	2:30 min	2:45 min	18
Expert	2:45 min	3:00 min	21

Chapter 11: Team Game Rules

The Team Game enables a handler to demonstrate they can manage two of their trained dogs to play the game together. One handler with two of their own NATE registered dogs constitutes a team. Handlers wanting to compete with dogs in the NATE Team Game need to register their two dogs as a team through the Team Dog Registration form found on the NATE website. All rules described in Chapters 1 – 8 apply except for those modifications described in this chapter. A team plays the Standard game to earn Team Standard titles. Teams must start at the Novice level regardless of their current level in Standard and other games.

Section 11.1 Starting Level

All dogs start at the Novice level in Team play regardless of the individuals' titles in Standard. A team's level in team play does not connect to the Standard titles earned. If either or both dogs have previously earned Team titles, the team shall play at the lowest appropriate level. For instance, if dog A has earned the Advanced Team Standard title and dog B has not earned a Standard Team title, the team would enter the Novice Team Standard level for competition.

Section 11.2 Field Setup

The field size, handler area, goal size, and field markings are the same for each level as in the Standard game rules. The initial field setup will have two formations instead of one. Table 11.1 describes the number of balls, formation shape, and point ball location and distance for each level. Each dog will retrieve from its own formation that has appropriately sized, distinguishable balls. For instance, if a team consists of a large dog and a small dog, then one formation will have large balls and the other formation will have small balls. All balls must be distinguishable by color or number for the Team game. There will be a mat on each side of the handler area for the inactive dog to be on. Handlers may place the mats anywhere in the handler or goal areas.


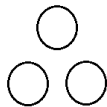
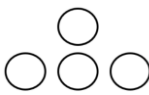
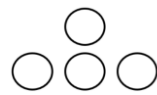
Table 11.1: Team Field Setup				
Level	Novice	Intermediate	Advanced	Expert
Field Size				
Min - XL	Small field (A or B) all div	Large field div A/B Small field (A or B) for Vet	Large field div A/B Small field (A or B) for Vet	Large field div A/B Small field (A or B) for Vet
Roll Back Line – distance from goal line				
Min - XL	10'	15'	20'	25'
Balls				
# Balls	2	3	4	4
Each Formation				
Point Ball				
XL-Small	25'	30'	40'	50'
XS - Mini	20'	25'	30'	40'
XL-Small (Vet)	20'	25'	30'	40'
XS – Mini (Vet)	15'	20'	25'	35'
Ball Spacing				
Min - XL	6"	6"	6"	6"

Figure 11.1 shows an example field setup for Novice Level on Small Field B. For all setups, the point balls are centered on the goal sides. Point ball distance, number of balls, formation, rollback line distance, and field size are described in the Team Field Setup table above.

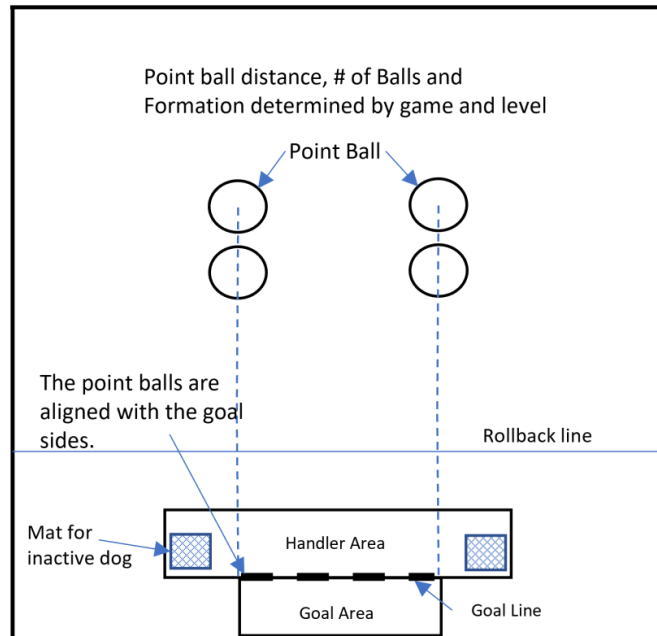


Figure 11.1: Small Field B with Novice Team Ball Formation

Section 11.3 Game Play

The handler must tell the judge which dog will go first. A dog may only retrieve balls from its own formation. Only the first dog sent is responsible for retrieving a point ball in the Team Standard game. The dogs must alternate retrieving their appropriate size/color balls from the field. During a trial, the same balls and placement within the formation will be the same within each level and class for each dog.

The inactive dog (the dog not working to retrieve a ball) must be on the mat on their designated side of the handler area before the working dog enters the field. The inactive dog must remain with at least two paws or a majority of their body on the mat until the working dog returns a correct ball to the goal and returns to their designated mat. Handlers can touch their dog when they are in the Handler or Goal area but cannot restrain them or hold their collar. There will be a major fault and NQ score if either dog interacts with each other during the game.

The dog must retrieve its own color or numbered balls from the field. If the active dog intentionally pushes the inactive dog's ball into the goal, the judge will call "Wrong Ball." Wrong balls get returned to the field a minimum roll back distance. The dog must not interact with another ball until the ball has passed the minimum roll back line. The judge will indicate whether the ball rolled out far enough by calling "Clear." If the judge indicates the ball did not roll out far enough, the handler must leave the handler area and move the ball the minimum roll back distance. Once the judge calls "Clear," if balls curl or bounce back towards the goal, they are fine, and play continues. Unintentional balls that roll into the goal after the correct ball may stay in the goal. The active dog continues to work until they retrieve one of their own balls.

The game ends when the judge calls "Time" to stop the clock. The judge calls "Time" when all balls are retrieved and both dogs are down on their mats inside the handler/goal areas. Table 11.2 lists the maximum course time

per level. When dogs from two different levels are playing together, for example, if one dog is a veteran, the larger maximum course time is used.

Table 11.1: Maximum Course Times Per Level				
	Novice	Intermediate	Advanced	Expert
Mini – XL	2:30 min	3:30 min	5:00 min	5:00 min
Mini – XL (Vet)	2:45 min	4:00 min	5:45 min	6:00 min

Chapter 12: Pairs Game Rules

The purpose of the Pairs game is for two handlers to demonstrate they can each manage their own trained dog in the presence of another dog while playing the games. Two handlers, each handling one NATE registered dog, constitutes a pair. All rules described in Chapters 1 – 9 apply with modifications for Pairs play described in this chapter. Pairs play the Standard game to earn Pairs Standard titles. Dogs must start at the Novice level regardless of their current level in Standard and other games.

Section 12.1 Starting Level

All dogs start at the Novice level in Pairs play regardless of the individuals' titles in Standard. The Pairs level is not connected to the Standard titles earned. If either or both dogs have previously earned a Pairs title, the foursome shall play at the lowest appropriate level. For instance, if dog A has earned the Advanced Pairs Standard title and dog B has not earned a Standard Pairs title, the foursome would compete at the Novice Pairs Standard level.

Section 12.2 Field Setup

The initial field setup will have two formations instead of one. Table 12.1 describes the number of balls, formation shape, and point ball location and distance for each level. Each dog will have appropriately sized, distinguishable balls in one of the formations to retrieve. If the foursome consists of a large dog and a small dog, then one formation will have large balls and the other formation will have small balls. All balls must be distinguishable by color or number for the Pairs games. There will be a mat on each side of the handler area for the inactive dog to be on. Handlers may place the mats anywhere in the handler or goal areas.



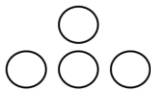
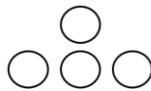
Table 12.1: Pairs Field Setup				
	Novice	Intermediate	Advanced	Expert
Field Size				
Min - XL	Small field (A or B) all div	Large field div A/B Small field (A or B) for Vet	Large field div A/B Small field (A or B) for Vet	Large field div A/B Small field (A or B) for Vet
Roll Back Line – distance from goal line				
Min - XL	10'	15'	20'	25'
# Balls	2	3	4	4
Each Formation				
Point Ball				
XL-Small	25'	30'	40'	50'
XS - Mini	20'	25'	30'	40'
XL-Small (Vet)	20'	25'	30'	40'
XS – Mini (Vet)	15'	20'	25'	35'
Ball Spacing				
Min - XL	6"	6"	6"	6"

Figure 12.1 shows example field setup for Novice Level on Small Field B. For all setups, the point balls are centered on the goal sides. Point ball distance, number of balls, formation, rollback line distance, and field size are described in the Pairs Field Setup table above.

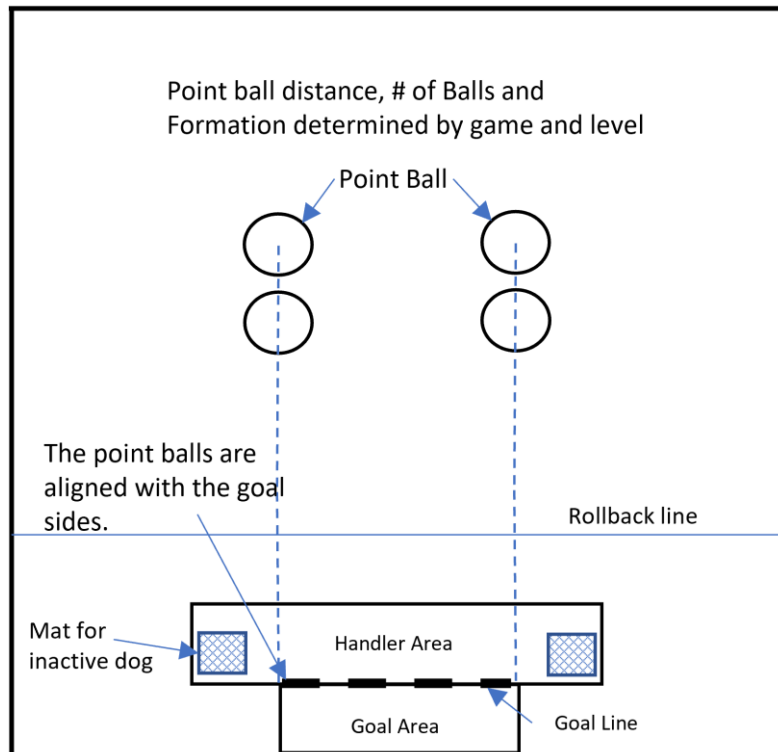


Figure 12.1: Small Field B with Novice Pairs Ball Formation

Section 12.3 Game Play

The handler must tell the judge which dog will go first. Dogs may retrieve balls only from their own formation. Each dog must retrieve its point ball the first time it is sent out in the Pairs Standard game. The dogs must alternate retrieving their appropriate size/color balls in the order the judge determines. During a trial, the balls and placements within the formation will be the same within each level and class for each dog.

The inactive dog (the dog not working to retrieve a ball) must be on the mat on their designated side of the handler area before the working dog enters the field. The inactive dog must remain with at least two paws or a majority of the dog on the mat until the working dog returns a correct ball to the goal and returns to their designated mat. The inactive dog's handler must always have control of their dog and may accomplish this by touching the dog and holding its collar – this is an exception to NATE's normal rule regarding touching a dog during a game. The judge will declare Elimination for the run if either dog tries to interact with the other dog.

The dog must retrieve its own color or numbered balls from the field. If the active dog intentionally pushes the inactive dog's ball into the goal, the judge will call "Wrong Ball." Wrong balls get returned to the field a minimum roll back distance. The dog must not interact with another ball until the ball has passed the minimum roll back line. The judge will indicate whether the ball rolled out far enough by calling "Clear." If the judge indicates the ball did not roll out far enough, the handler must leave the handler area and move the ball the minimum roll back distance. Once the judge calls "Clear," if balls curl or bounce back towards the goal, they are fine, and play continues. Unintentional balls that roll into the goal after the correct ball may stay in the goal. The active dog continues to work until they retrieve one of their own balls.

The game ends when the judge calls “Time” to stop the clock. The judge calls “Time” when both dogs are down on their mats and inside the handler/goal areas. Table 12.2 specifies the maximum course times per level. When dogs from two different levels are playing together, for example, if one dog is a veteran, the larger maximum course time is used.

Table 12.2 Maximum Course Times Per Level				
	Novice	Intermediate	Advanced	Expert
Mini – XL	2:30 min	3:30 min	5:00 min	5:00 min
Mini – XL (Vet)	2:45 min	4:00 min	5:45 min	6:00 min

Two handlers can enter Pairs together or a handler can enter alone and be assigned a partner. A dog/handler team must complete all three qualifying runs for a title with different dog/handler teams. **(As of J 2022 – Due to the limited number of competitors, the requirement to complete all three qualifying runs with a different dog/handler team is being suspended. This change will be re-evaluated in June 2024)** Trial entry forms must include an option for handlers to exclude specific handlers/dogs from being chosen as their partner. This gives handlers the ability to exclude partners with whom they have already received a qualifying run. This also permits handlers to avoid pairing dogs known to not get along.

Chapter 13. Urban Herding Game Rules

The Urban Herding game highlights dogs finding the balls, navigating around barriers, and driving balls to field locations other than the goal. Unlike the formation-based games, the balls do not start in a close formation in the middle of the field. The judge scores this game on a Qualifying/Non-Qualifying (Q/NQ) basis with Q runs placed by the fastest time. There are no time faults; the teams either Q or NQ. All rules from Chapters 1-7 apply to this game with modifications listed below. Chapters 8 through 12 do not apply to this game. Dogs must start at the Novice level regardless of their current level in Standard and other games.

Section 13.1 Field Requirements

This game follows all the same requirements as defined in Chapter 5 with the following additions:

- Balls
 - Ball colors must be different from fence, pen, and ring barrier colors. For example, do not use white balls with white lattice fences and pens.
 - Judges and handlers must be able to easily distinguish between balls, either by color or by numbers drawn on the balls.
 - Initial ball placement is as follows:
 - Pens. Single balls shall start in the center of the pen. Multiple balls in a pen shall be spaced equidistant from the other balls as from the walls of the pen. Ball stabilizers are recommended.
 - Fences. Balls shall start in the center of and touching the fence.
- Fences, Gates, and Pens
 - Fences, gates, and pens are added to the field as required by the game levels described in Section 3.

Section 13.2 General Game

This game follows the same requirements as defined in Chapter 6 with variations described in the game levels in Section 13.3. A handler and dog team must receive Qs with three different initial ball setups to receive a title through video titling.

At all levels, there is no requirement for the dog to take a specific path as long as the criteria for the task is met. One example: the task of bring the ball from behind the fence 1 through the gate formed by fences 2 and 3 does not have to be a straight line from fence 1 through the gate as long as the ball does eventually pass through the gate in the correct direction. Balls that get brought into the handler box/goal area during the course of play may be repositioned by the handler in the handler/goal area and pushed, by the dog, back out to the where they need to be to complete the task.

At all levels the judge or assistant can indicate to the handler when a ball is fully inside a pen.

Section 13.3 Game Levels

Game play varies depending on level, as explained in the following sub-sections.

13.3.1 Novice Level

- There are three tasks, which may be done in any order. One task is to bring a ball out of a pen into the goal. The other two tasks are to bring two balls into the goal from behind fences. The ball behind the fence 1 must be brought in through the gate formed by fences 2 and 3. The judge will call time when all three balls are in the goal and the dog lies down in the handler or goal area.
- In trials, the judge has more leeway in the placement and the required retrieval path for the two balls behind the fences.
- The field specifications are as follows:
 - The field size must be 75' L X 50' W L. A smaller size (down to Small Field A: 50' L X 35' W) may be used in Novice for video titling.
 - There must be three fences, with each one at least 15' beyond the goal line and 15' from any side of the pen (5' for small field A). The furthest fence must be 25' from the goal line. Fences must be parallel to the goal line. Two fences must be in a horizontal line with 15' between them to form a gate (9' for small field A). See Appendix C - Urban Herding Small Field A (50' L X 35' W) Novice Setup for an illustration.
 - There must be one pen, with its opening 15' beyond goal line. One side of the pen must be the field side. The pen may be on either the right or left side of the field. Two far pens (opening at 40') are not required but may be on the field during novice level even though they do not come into play at this level.
 - There must be three balls. One ball starts in the center of the pen and two balls start behind different fences. Two balls may not be behind the same fence.
- The time limit is 3:00 for A/B Sm – XL or 3:30 for A/B Mini – XS and all Veterans.
- The dog may retrieve the balls in any order.
- In video titling, Figures 13.1 through 13.4 follow define the fence, pen, and ball placement. The team must receive qualifying runs from three of the four options shown to earn the Novice Urban Herding title through video submission. The ball being pushed from fence 1 through the gate formed by fences 2 and 3, must go through in a direction toward the goal.

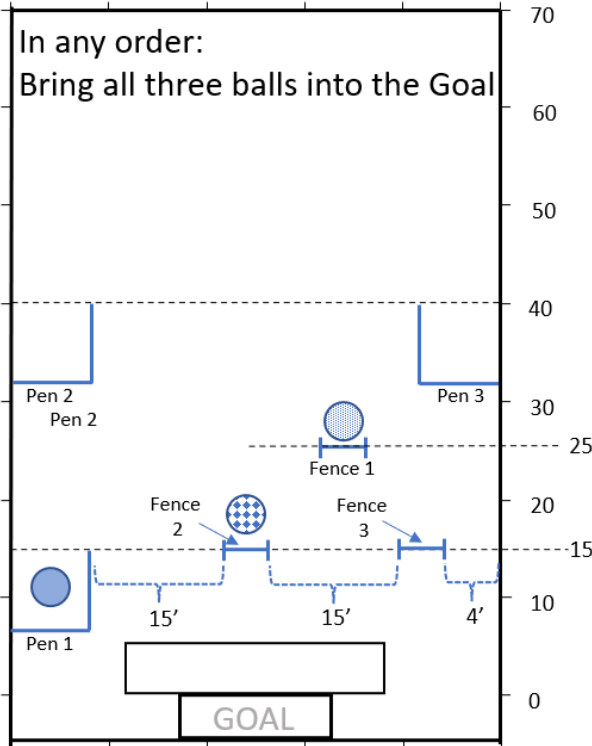


Figure 13.1: Novice Video titling Field Setup and RetrievalOption 1

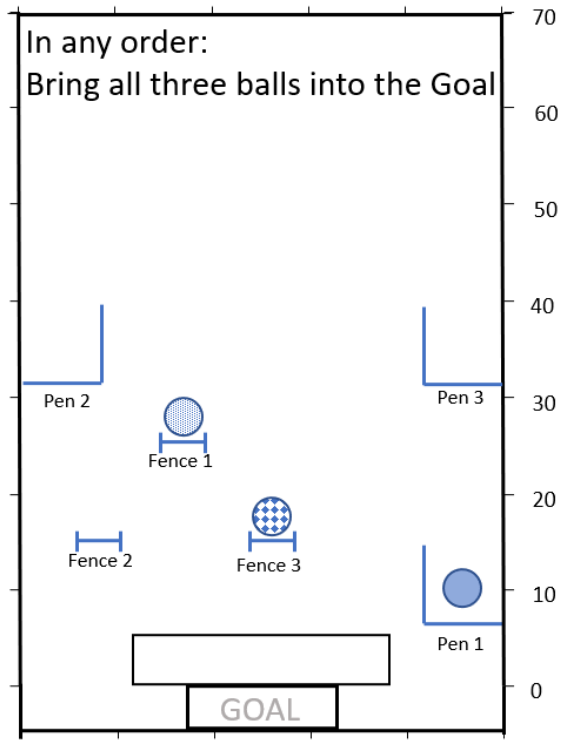


Figure 13.2: Novice Video titling Field Setup and RetrievalOption 2

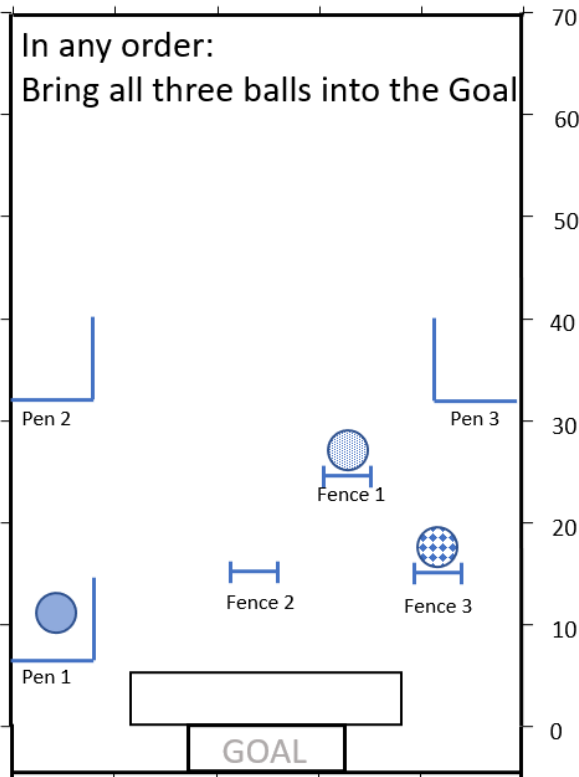


Figure 13.3: Novice Video titling Field Setup and Retrieval Option 3

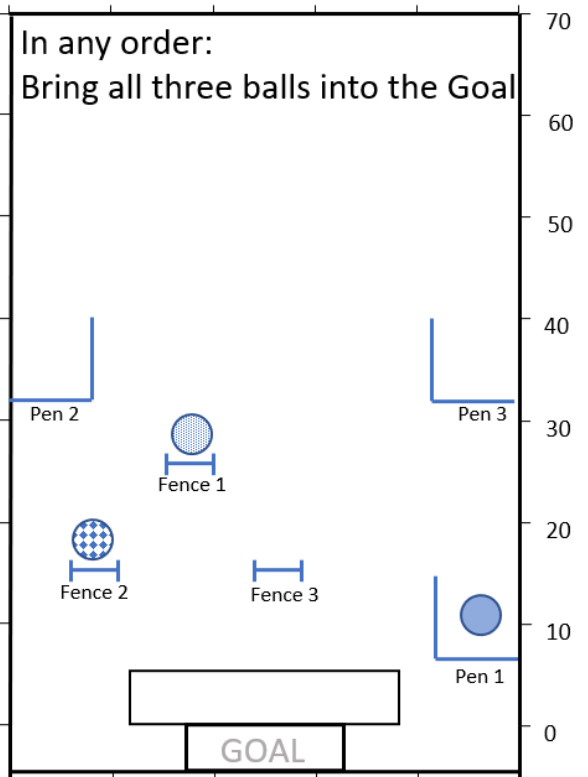


Figure 13.4: Novice Video titling Field Setup and Retrieval Option 4

13.3.2 Intermediate Level

- There are three tasks. In the first task, the dog must retrieve a ball from a far pen, 2 or 3, and bring it into the goal. In the second task, the dog must retrieve a ball from behind the fence 1, or somewhere on the field at least as far out as the far fence, guide it through the gate formed by the fences 2 and 3, and bring it into the goal. The dog may retrieve the two balls in any order. In the third task, the dog must move one of the balls from the goal to the pen 1. The judge will call time when all three tasks have been completed, one ball is in the goal, one ball is in the pen, and the dog is down in the pen, goal, or handler area.
- In trials, the judge has more leeway in fence placement, initial ball placement, and the required retrieval path for the two balls.
- The field specifications are as follows.
 - The field size must be 75' L X 50' W.
 - There must be three fences, with each one at least 15' beyond the goal line and 15' from any side of the pen. One fence must be at least 25' from the goal line. The fences must be parallel to the goal line. Two fences must be in a horizontal line with 15' between them to form a gate.
 - There must be three pens. One pen must have the opening 15' beyond the goal line; the other two pens must have openings 40' beyond the goal line, one on each side. One side of the pens must be the field side. The close pen may be on either the right or left side of the field.
 - There must be two balls. One starts in the center of either the right or left pen further out on the field, and one starts behind the furthest fence or someplace on the field at least as far out as the furthest fence.
- The time limit is 4:00 for A/B Sm – XL or 4:30 for A/B Mini – XS and all Veterans.
- In video titling, the options that follow define the fence and pen placement and the ball retrieval paths. The team must receive qualifying runs from three of the four options shown in Figures 13.5 through 13.8 to earn the Intermediate Urban Herding title through video submission. The ball being pushed from fence 1 through the gate formed by fences 2 and 3, must go through in a direction toward the goal.

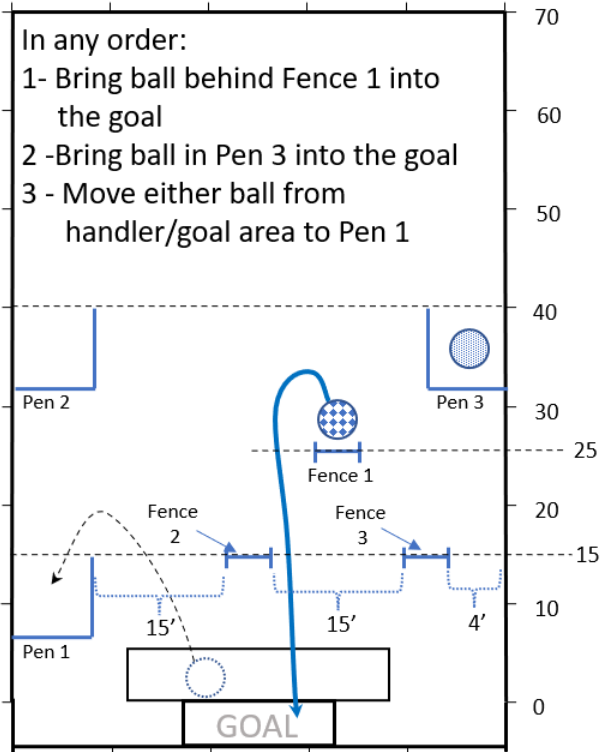


Figure 13.5: Intermediate Video Titling Field Setup and Retrieval Option 1

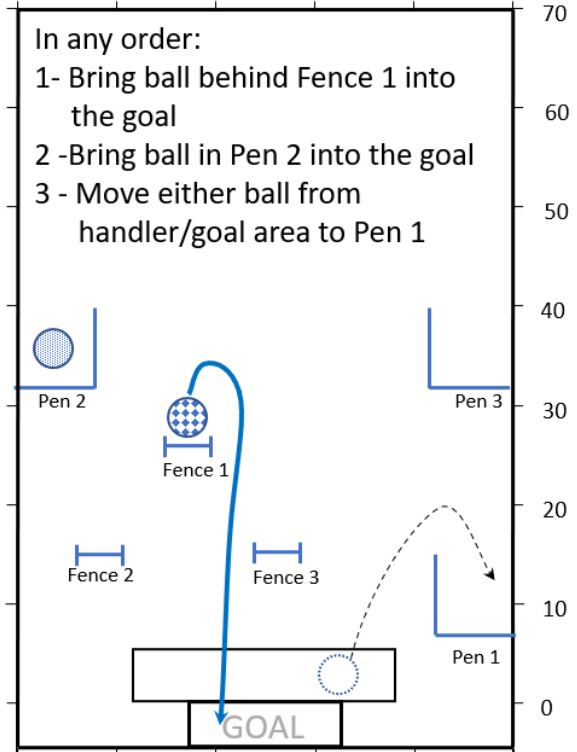


Figure 13.6: Intermediate Video Titling Field Setup and Retrieval Option 2

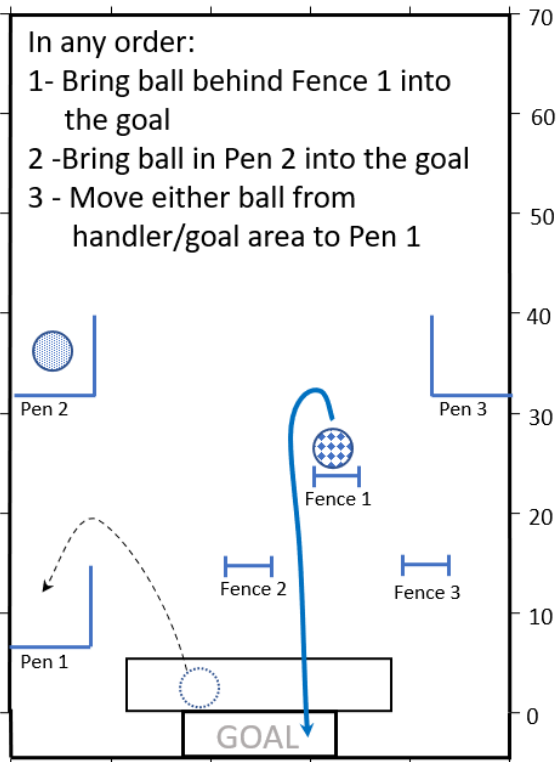


Figure 13.7: Intermediate Video Titling Field Setup and Retrieval Option 3

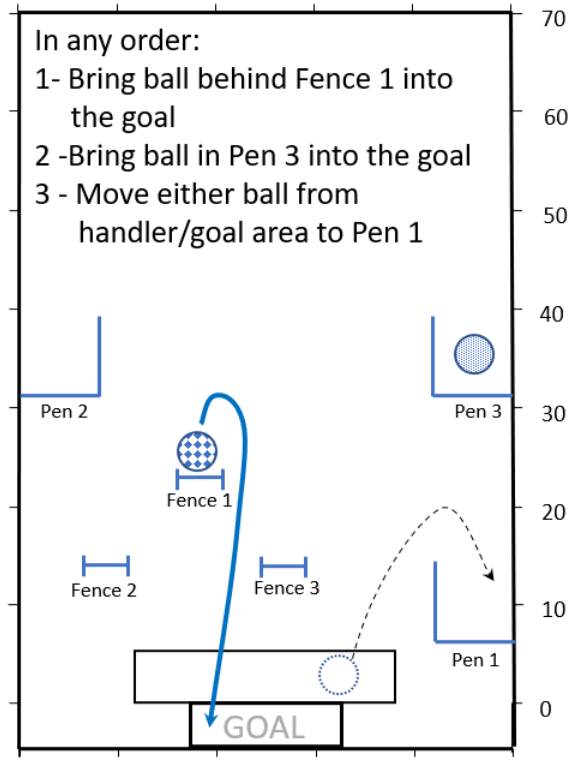


Figure 13.8: Intermediate Video Titling Field Setup and Retrieval Option 4

13.3.3 Advanced Level

- There are three tasks. In the first task, the dog must retrieve a ball from a far pen and bring it into the goal. In the second task, the dog must move a ball from a far pen to the other far pen or pen 1. In the third task, the dog must retrieve a ball from behind the fence 1, guide it through the gate formed by the fences 2 and 3, and bring it into the goal. The dog may move and retrieve the three balls in any order. The judge will call time when all three tasks have been completed, two balls are in the goal, one ball is in the pen, and the dog is down in the pen, goal, or handler area.
- In trials, the judges have more leeway in the placement of the pens and fences.
- The field specifications are as follows:
 - The field size must be 75' L X 50' W.
 - There must be three fences, with each one at least 15' beyond the goal line and 15' from any side of the pen. One fence must be at least 25' from the goal line. The fences must be parallel to the goal line. Two fences must be in a horizontal line with 15' between them to form a gate.
 - There must be three pens. One pen must have the opening 15' beyond the goal line; the other two pens must have openings at least 40' beyond the goal line, one on each side. One side of the pens must be the field side. The close pen may be on either the right or left side of the field.
 - There must be three balls. One starts in the center of both the right and left pen further out on the field, and one starts behind the furthest fence.
- The time limit 5:00 for A/B Sm – XL or 5:30 for A/B Mini – XS and all Veterans.
- In video titling, the options that follow define the fence and pen placement and ball retrieval paths. . The ball being pushed from fence 1 through the gate formed by fences 2 and 3, must go through in a direction toward the goal. The team must receive qualifying runs from three of the four different options shown in Figures 13.9 through 13.12 to earn the Advanced Urban Herding title through video submission.

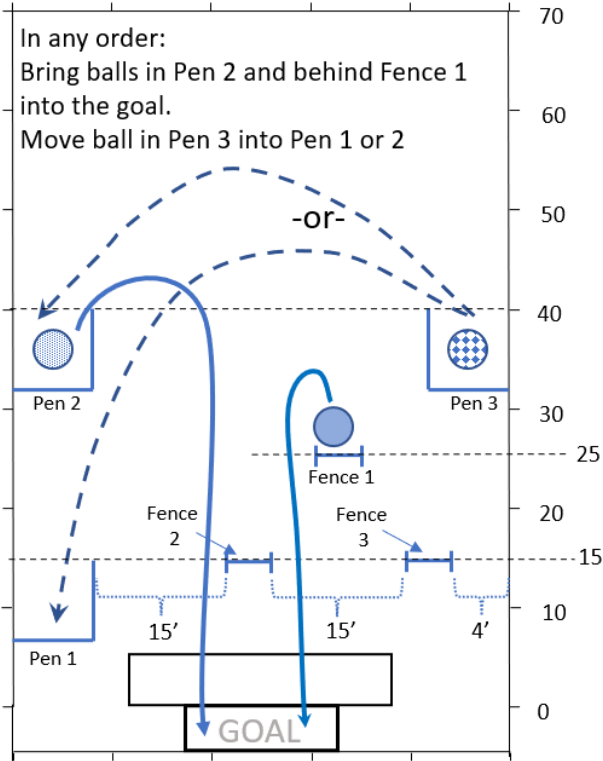


Figure 13.9: Advanced Video Titling
Field Setup and Retrieval Option 1

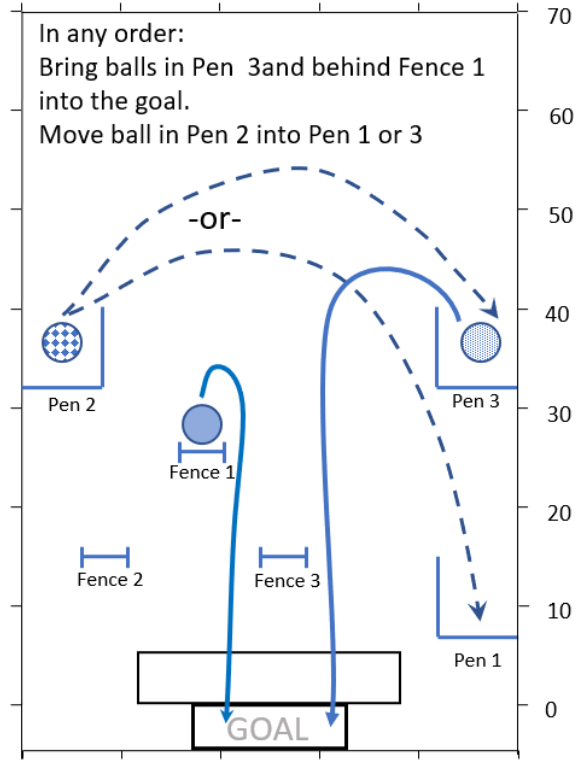


Figure 13.10: Advanced Video Titling
Field Setup and Retrieval Option 2

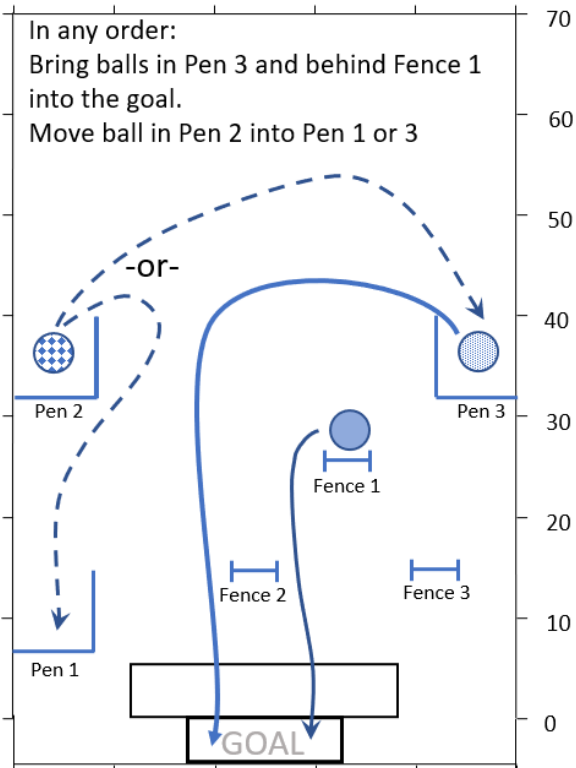


Figure 13.11: Advanced Video Titling
Field Setup and Retrieval Option 3

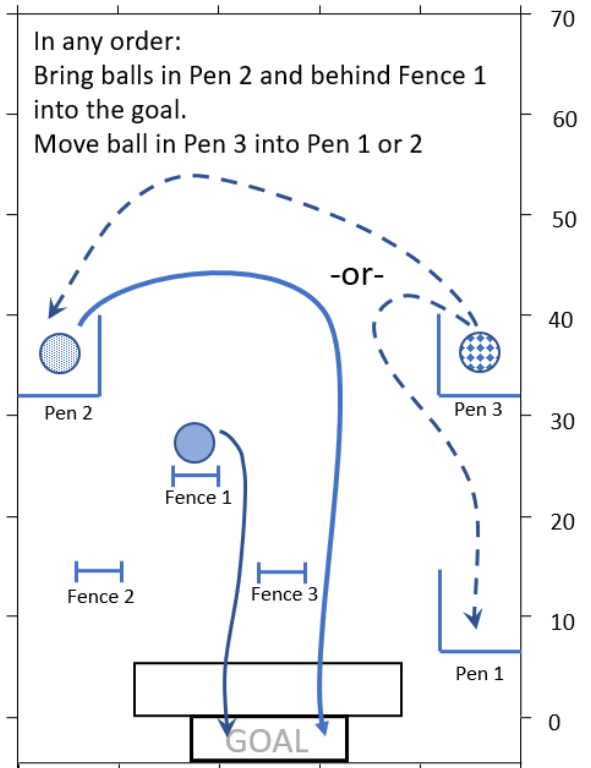


Figure 13.12: Advanced Video Titling
Field Setup and Retrieval Option 4

13.3.4 Expert Level

- There are four balls and four tasks. The four tasks require movement of each of the four balls from one location to a new location. The judge has leeway on starting positions, but the end positions will be either in a pen or in the goal. The judge will call time when all four tasks have been completed and the dog is down in either the pen, goal, or handler area.
- In trials, the judges have more leeway in the placement of the pens and fences.
- The field specifications are as follows:
 - The field size must be 50' W X 75' L.
 - There must be three pens. One pen must have the opening 25' beyond the goal line; the other two pens must have openings at 50' beyond the goal line, one on each side. The pen at 25' may be on the right or left side or in the center of the field. One side of the two pens at 50' must be the field side.
 - There must be four balls. The judge has wide leeway in the starting and ending positions of the balls.
 - The four tasks require movement of each of the four balls.
- The time limit is 6:00 for A/B Sm – XL or 6:30 for A/B Mini – XS and all Veterans.
- In video titling, the options that follow define the pen placement and ball retrieval paths. The team must receive qualifying runs from three of the four different options shown in Figures 13.12 through 13.16 to earn the Expert Urban Herding title through video submission. When pens have more than one ball in the initial setup, any ball in the pen may be used to complete the required tasks.

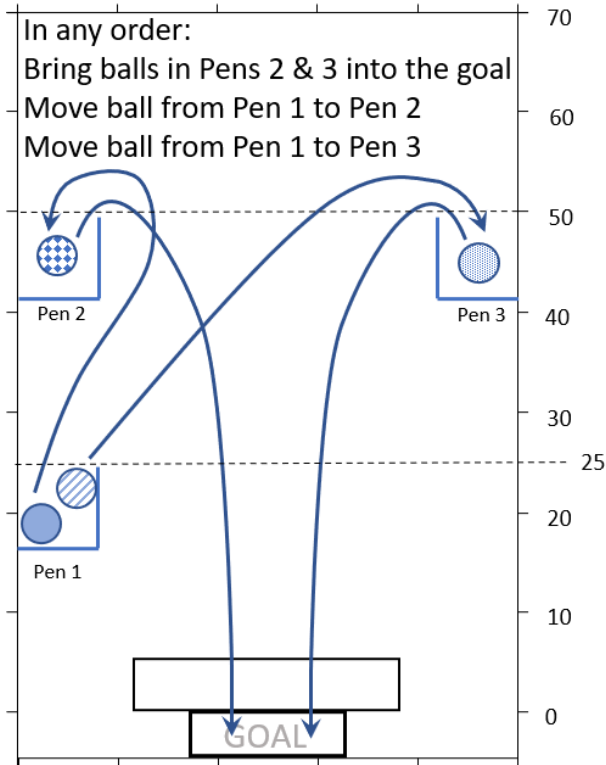


Figure 13.13: Expert Video Titling Field Setup and Retrieval Option 1

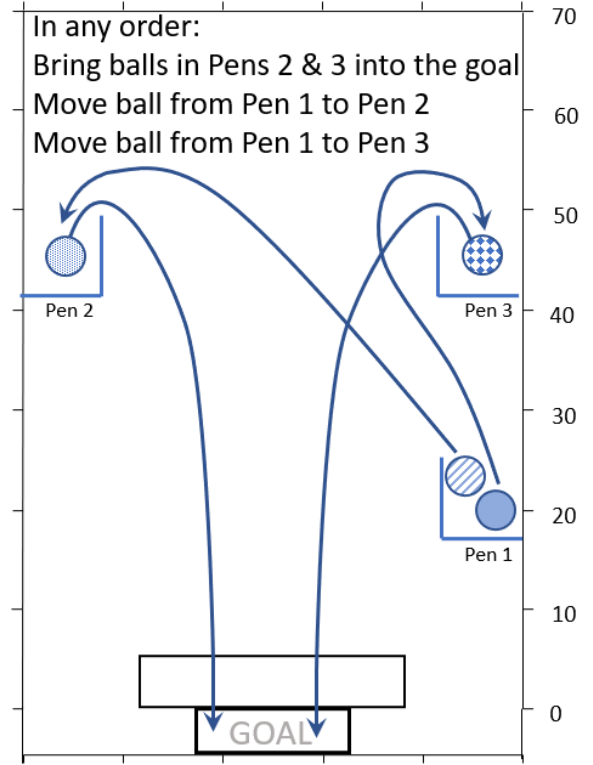


Figure 13.14: Expert Video Titling Field Setup and Retrieval Option 2

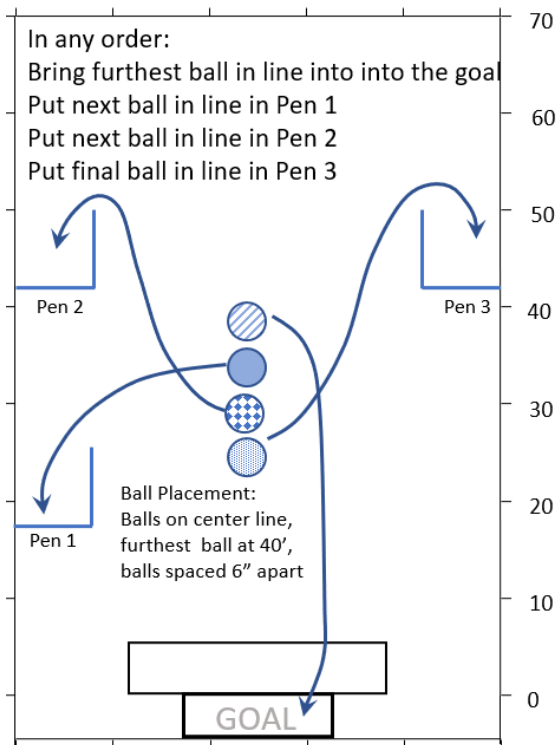


Figure 13.15: Expert Video Titling Field Setup and Retrieval Option 3

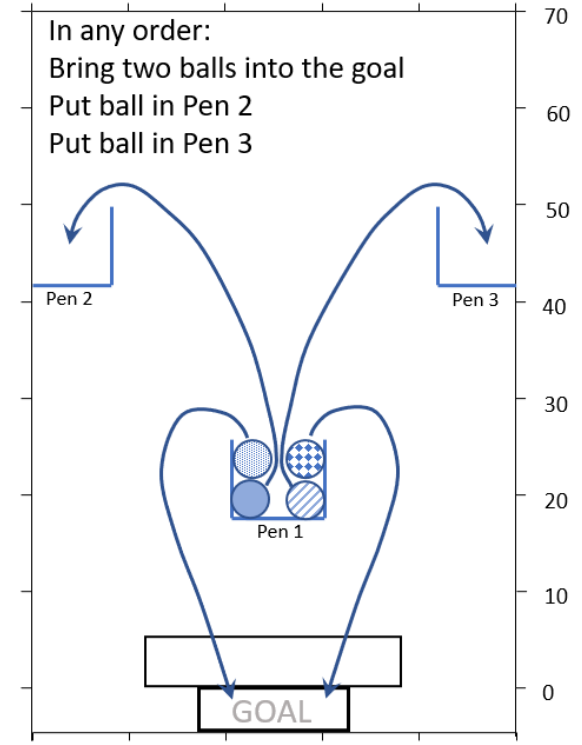


Figure 13.16: Expert Video Titling Field Setup and Retrieval Option 4

Section 13.4 Scoring

A qualifying run is a run in which the team completes all the tasks within the time limit without NQ faults. The judge assigns placements to qualifying runs within each class height and division for each level based upon run times.

A Non-Qualifying run is a run that receives any of the faults as follows:

- The team did not complete all required tasks within the time limit.
- The balls do not go through required fences and gates for the level.
- Handler area faults
- Handler uses toys or food incorrectly
- A ball goes over the top of a pen or fence.
- The team commits any standard game elimination fault listed in Chapter 7.
- The dog repeatedly hits the fence or pen side to knock it over.

Chapter 14: Skills Certification

The NATE Skills Certification program is a great way to achieve training goals, test a team’s readiness, and get recognition while preparing for competition or video titling. This program is available to registered NATE members and dogs. There is no age restriction for dogs training for or performing Skill Certification tests.

There are three categories: Send Test, Push Test, and Directional Cues Test. There are three progressively difficult levels in each category: Levels 1, 2, and 3. A dog may start at any level in any category. Teams need not complete lower levels to earn higher level certifications. All nine certificates must be completed to receive the NATE Skills Certificate, TE-SC, and a ribbon

Section 14.1 General Setup Rules

These rules apply to all levels of the tests.

- Balls, baskets, cones, boxes, etc. are appropriate objects for Send and Directional tests.
- Mats or any form of dog placement targets are not allowed in any test.
- Treats, toys, praise, and touch are allowed. Toys must be non-noisemaking and must stay in the handler’s hand. The handler may offer treats, toys, and touch at the end of each skill test and when the dog returns to the handler before reversing direction in the Directional Cues skill test.
- A 25’ by 5’ handler area is required and all rules regarding the handler area in section 5.9 apply.
- No goal is required.
- All rules in Chapters 4 and 5 regarding ball size and treatment apply.

Section 14.2 Send Test

14.2.1 Field Setup

Object placement and maximum time differentiate levels, as shown in Figure 14.1:

- Level 3: Object is placed 30 feet from the front and center of handler area; maximum time 35 seconds
- Level 2: Object is placed 20 feet from the front and center of handler area; maximum time 25 seconds
- Level 1: Object is placed 10 feet from the front and center of handler area; maximum time 15 seconds

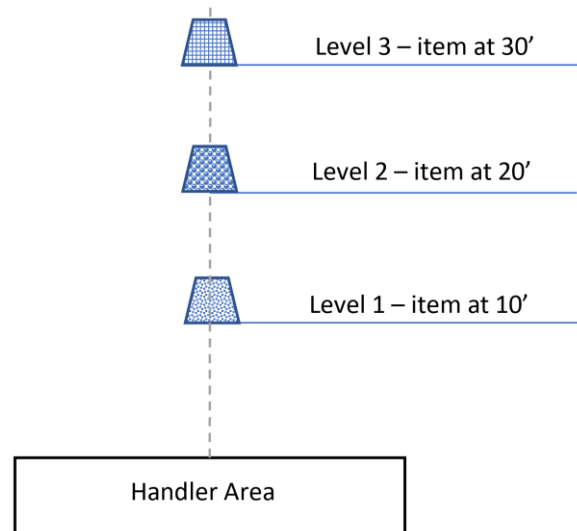


Figure 14.1: Send Test Field Setup

14.2.2 Test Steps

1. The test begins with the handler and dog within the handler area.
2. The handler sends the dog from their side to the opposite side of an object.
3. The dog pauses behind the object.

14.2.3 Judging Criteria

The dog's nose and at least half the body must be behind the object and facing the handler. The dog's position must be achieved without redirection.

Section 14.3 Push Test

14.3.1 Field Setup

Object placement and maximum time differentiate levels, as shown in Figure 14.2:

- Level 3: Ball is placed 35 feet from the front and center of the handler area; maximum time 20 seconds
- Level 2: Ball is placed 25 feet from the front and center of the handler area; maximum time 15 seconds
- Level 1: Ball is placed 15 feet from the front and center of the handler area; maximum time 10 seconds

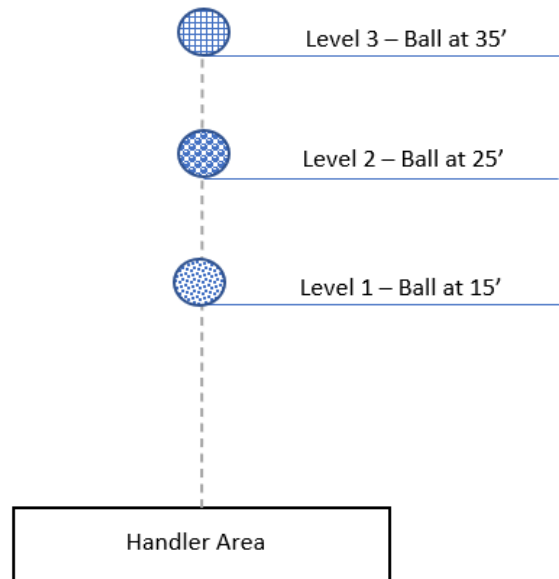


Figure 14.2: Push Test Field Setup

14.3.2 Test Steps

1. The test begins with the dog in a sit, stand, or down position on the opposite side of the ball from the handler. The test does not include a send or directional cue.
2. The handler cues the dog to push. Elapsed time begins at the handler's cue for the dog to push.
3. Time ends when the ball has completely entered the handler area.

14.3.3 Judging Criteria

The dog pushes the ball into the handler area in less than the maximum time.

Section 14.4 Directional Cues

The test requirements differ between levels.

14.4.1 Level 1

14.4.1.1 Field Setup

As shown in Figure 14.3, two objects are placed in a line 10 feet from the front of the handler area and 10 feet apart. The objects are equidistant from the center of the handler area.

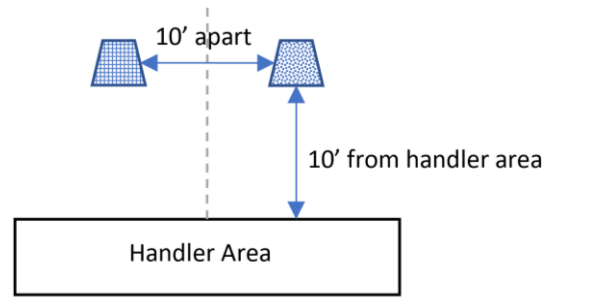


Figure 14.3: Directional Test Level 1 Field Setup

14.4.1.2 Test Steps

1. The test begins with the handler and dog within the handler area.
2. The handler sends the dog from their side to the opposite side of the first object. The dog pauses in a sit, stand, or down behind the object.
3. The handler sends the dog from behind the first object to behind the second object and then the dog pauses in a sit, stand, or down.
4. The handler recalls the dog.
5. The team repeats the test in the opposite direction.

14.4.1.3 Judging Criteria

The dog completes the required steps in less than the maximum time of 30 seconds per direction.

14.4.2 Level 2

14.4.2.1 Field Setup

As shown in Figure 14.4, objects are placed in a line 15 feet from the front of the handler area and 10 feet apart. The center object is in line with the center of the handler area.

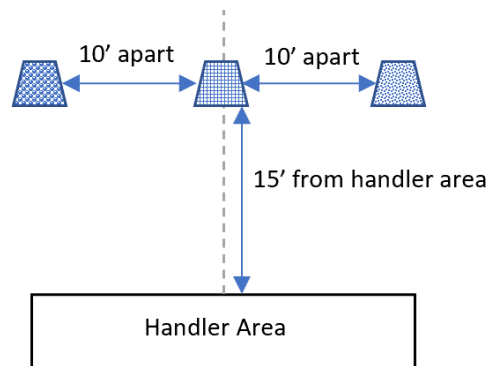


Figure 14.4: Directional Test Level 2 Field Setup

14.4.2.2 Test Steps

1. The test begins with the handler and dog within the handler area.
2. The handler sends the dog from their side to the opposite side of one of the end objects. The dog pauses in a sit, stand, or down behind the object.
3. The handler sends the dog from behind the first object to behind the middle object and then the dog pauses in a sit, stand, or down.

4. The handler sends the dog in the same direction from behind the middle object to behind the third object and then the dog pauses in a sit, stand, or down.
5. The handler recalls the dog.
6. The team repeats the test in the opposite direction.

14.4.2.3 Judging Criteria

The dog completes the required steps in less than the maximum time of 45 seconds per direction.

14.4.3 Level 3

14.4.3.1 Field Setup

As shown in Figure 14.5, objects are placed in a line 20 feet from the front of the handler area and 10 feet apart. The center object is in line with the center of the handler area.

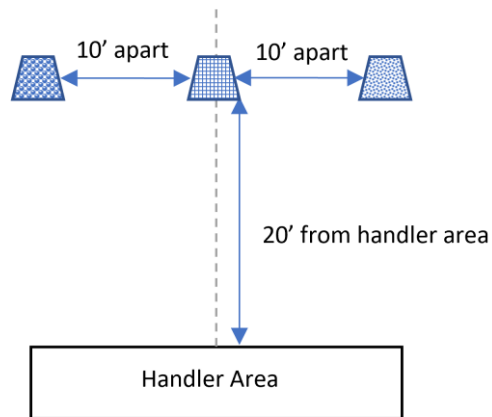


Figure 14.5: Directional Test Level 3 Field Setup

14.4.3.2 Test Steps

1. The test begins with the handler and dog within the handler area.
2. The handler sends the dog from their side to the opposite side of one of the end objects. The dog pauses behind the object in a sit, stand, or down.
3. The handler sends the dog from behind the first object to behind the middle object and then the dog pauses in a sit, stand, or down.
4. The handler sends the dog back to behind the original object and then the dog pauses in a sit, stand, or down. The dog is never sent to the third object.
5. The handler recalls the dog.
6. The team repeats the test in the opposite direction.

14.4.3.3 Judging Criteria

The dog completes the required steps in less than the maximum time of 60 seconds per direction.

Section 14.5 Evaluation

NATE approved skills evaluators complete skills evaluations. Members may request a list of skills evaluators by emailing skills@nationaltreibball.com. Evaluators may charge a fee to do the evaluation.

The process is as follows:

1. A NATE Skills Evaluator observes a dog/handler team successfully performing a skill in person or through video submission.
2. The evaluator notifies NATE which skills tests the team passed using the Skills Evaluator form on the NATE website.
3. The member applies for the certificate online at the NATE website and pays a fee per certificate.
4. The member receives a printable certificate via email, and the accomplishment is shared in the NATE Facebook Members Only group.
5. Upon completion of all nine certificates, the member will receive the NATE Skills Certificate award, TE-SC, and a ribbon.

Section 14.6 Becoming a Skills Evaluator

Members may become Skills Evaluators by completing all the following:

- Become a NATE Instructor or earn an Advanced title in the Standard game.
- Have videos demonstrating all three skills at any level for your own dog or a student's dog.
- Apply to become an evaluator in the Skills Certification section of the NATE website.

Appendix A – Wickets

Anyone may use wickets to measure a dog’s height and determine the appropriate ball size for playing treibball. A dog’s height category is determined when a dog’s withers fit below one size wicket and are taller than the next smaller size wicket.

Table A.1 provides measurements for making a set of wickets using 0.5” outer diameter PVC pipe. Minimum required pieces for each height include enough PVC pipe for two sides and a cross bar and two corner connector pieces (0.75” connection allowance for each corner). End pieces at the base are optional; “T” connectors or end caps (0.75” connection allowance) can be used if desired. Figure A.1 shows a variety of wickets.

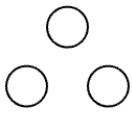
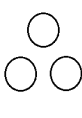
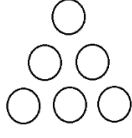
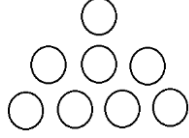
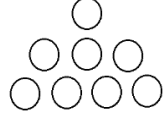
Lengths given here are cutting lengths, not finished lengths. These lengths are provided here only as a guideline. Cross bar widths may vary. Finished wickets should measure the correct maximum height when measured from the ground to the bottom of the cross bar. The responsibility for accurately sized wickets on the individual making the wickets and the organization using them.

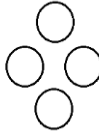
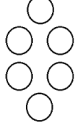
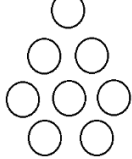
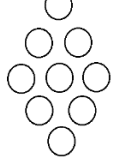
Table A.1: Wicket PVC Cutting Lengths			
	Side Length (in) With base end pieces	Side Length (in) Without base end pieces	Top Cross Bar (in)
Mini	7.5	8.25	8
X-Small	12.5	13.25	11.25
Small	16.25	17.25	13.25
Medium	20.5	21.25	16.5
Large	24.5	25.25	19.5
X-Large	Wicket not necessary		



Figure A.1: Medium and X-Small wickets (left) and Large, Small, and Mini wickets (right)

Appendix B – Quick Reference Sheet

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

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

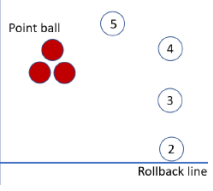
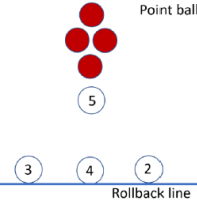
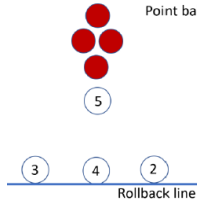
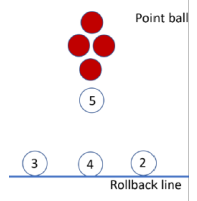
Level			Novice	Intermediate	Advanced	Expert
Formation						
A/B Div Point Ball	XL-Small		25'	30'	40'	50'
	XS - Mini		20'	25'	30'	40'
Veteran Div Point Ball	XL-Small		20'	25'	30'	40'
	XS - Mini		15'	20'	25'	35'
Roll Back			10'	15'	20'	25'

Table B.4: Team Field Setup						
Level			Novice	Intermediate	Advanced	Expert
Each Formation			○ ○	○ ○ ○	○ ○ ○ ○	○ ○ ○ ○
A/B Div Point Ball	XL-Small		25'	30'	40'	50'
	XS - Mini		20'	25'	30'	40'
Veteran Div Point Ball	XL-Small		20'	25'	30'	40'
	XS - Mini		15'	20'	25'	35'
Roll Back			10'	15'	20'	25'

Table B.5: Pairs Field Setup						
Level			Novice	Intermediate	Advanced	Expert
Each Formation			○ ○	○ ○ ○	○ ○ ○ ○	○ ○ ○ ○
A/B Div Point Ball	XL-Small		25'	30'	40'	50'
	XS - Mini		20'	25'	30'	40'
Veteran Div Point Ball	XL-Small		20'	25'	30'	40'
	XS - Mini		15'	20'	25'	35'
Roll Back			10'	15'	20'	25'

Appendix C - Urban Herding Small Field A (50'L X 35'W) Novice Setup.

