

MASCA DISC DOG



Disc Dog Rules and Regulations

Single Disc Accuracy Classes: Introduction (SDA-I), Novice (SDA -N), Open (SDA -O), Advanced (SDA -A)

Freestyle Classes: Introduction (FRE-I), Novice (FRE -N), Open (FRE -O), Advanced (FRE -A)

Distance Classes: Introduction (DIS-I), Novice (DIS -N), Open (DIS-O), Advanced (DIS -A)

Purpose: The purpose of Disc Dog trials is to exhibit athleticism, entertainment and teamwork between Dog and Handler. Disc Dog is a sport and, as such, should be governed by the principles of good sportsmanship in and out of the ring. Three events will be offered including Single Disc Accuracy, Freestyle and Distance.

Field Size: Ideal size is 40 yards long X 30 yards wide competition space for Single Disc Accuracy and Freestyle. An indoor "Short" field may be used 25 yards long X 15 or more yards wide. Distance will require a field at least 40 yards wide and 100 yards long competition space. For indoor events a clear ceiling height of 20 feet is preferred. See diagrams for marking the field.

Holding a trial: A trial may be a stand-alone event or may be held along with any other dog event. Clubs or groups wishing to hold a trial must submit a request to the MASCA board 30 days in advance of the trial. Please submit the MASCA Sanctioning Form.

Disc Dog level: All dogs will enter the same class, however, qualifying legs for Introduction, Novice, Open or Advanced depending on the score for each class.

Eligible dogs: All dogs are eligible to compete in Single Disc Accuracy and Distance and Freestyle. Any dog registered with MASCA may compete. Clubs may elect to open trials to dogs not registered with MASCA. Any dog not registered with MASCA may compete in a MASCA Disc Dog trial and receive points and titles through MASCA, if the handler completes the form to request a tracking number and submits it with a \$5 fee to MASCA (see form below). Clubs may also offer Exhibition Only classes, where a MASCA registration number or MASCA tracking number is not required, but no titles will be granted for these entries.

Female dogs in season will not be permitted to compete.

Judging Criteria:

Freestyle Judging Criteria – A minimum of two judges are required. At least one of the judges shall have experience judging freestyle in other Disc Dog venues. Up to 3-4 judges may be used for judging. Freestyle judges may not compete in freestyle.

Single Disc Accuracy and Distance – A minimum of two judges are required. If inexperienced judges are used, more than one field judge must be used. One experienced judge may judge the field alone. Any experience level judge may judge the line for foot faults. Judges may show their own dogs at MASCA Disc Dog trials at which they are judging. However, they must show in a special judges class and be judged by another judge on that day. They may receive a qualifying ribbon or certificate; however, they will not be eligible for Disc Dog placement ribbons or prizes.

Double Handling: Double handling is not allowed. All handlers must maintain a 10 yard minimum distance from competitors at all times during their round.

Time: Freestyle – 90 seconds minimum to 120 seconds time limit

Single Disc Accuracy – 60 seconds time limit
 Distance – 3 minutes time cap for three throws

Qualifying Scores:

Single Disc Accuracy Classes: Introduction (SDA-I), Novice (SDA -N), Open (SDA -O), Advanced (SDA –A)

Freestyle Classes: Introduction (FRE-I), Novice (FRE -N), Open (FRE -O), Advanced (FRE -A)

Distance Classes: Introduction (DIS-I), Novice (DIS -N), Open (DIS-O), Advanced (DIS -A)

Event - Level	Minimum Score for a Qualifying Leg	Number of Qualifying Legs Required for Title	Title
Single Disc Accuracy - Introduction	6+	4	SDA-I
Single Disc Accuracy – Novice	6+	10	SDA-N
Single Disc Accuracy – Open	8+	12	SDA-O
Single Disc Accuracy – Advanced	12+	14	SDA-A
Freestyle - Introduction	26+	4	FRE-I
Freestyle – Novice	26+	10	FRE-N
Freestyle – Open	28+	12	FRE-O
Freestyle – Advanced	30+	14	FRE-A
Distance – Introduction (Men’s/Women’s Legs may be combined)	Men – 30+ yards and/or Women’s 20+ yards	4	DIS-I
Distance – Novice (Men’s/Women’s Legs may be combined)	Men – 40+ yards and/or Women’s 30+ yards	10	DIS-N
Distance – Open (Men’s/Women’s Legs may be combined)	Men – 50+ yards and/or Women’s 40+ yards	12	DIS-O
Distance – Advanced (Men’s/Women’s Legs may be combined)	Men – 60+ yards and/or Women’s 50+ yards	14	DIS-A

Special Awards: All breed types are permitted in Single Disc Accuracy, Freestyle and Distance. Additional awards may be awarded to MASCA registered dogs, such as High-in-Trial, MVA calculations. These are awarded separately from the all breeds event.

High in Trial (Optional) - High in Trial Disc Dog will be calculated by multiplying the Combined Freestyle Score times four and adding to the Combined Single Disc Accuracy Score and adding to the Distance score. The highest score will be High in Trial Disc Dog. $4 \times (\text{Freestyle}) + (\text{Disc Accuracy Score}) + (\text{Longest throw in Yards})$

Equipment: Dogs may play with or without a collar. While on deck or between rounds, dogs will be on a slip lead/buckle collar, and give other dogs an 8' space between each dog. Due to the nature of the sport, dogs can be excitable and react. Please keep full control over your dog, and respect the space of other dogs.

Discs - Single Disc Accuracy & Freestyle: Hyperflite K-10 (any variation), Soft Flight, Frostbite or Jawz (any variation);

Wham-O Fastback, Flex, or Super Flex; Innova Eurablend, Innova Hero Super Sonic, Super Sonic Xtra, Praxis, Air, Super Hero, Super Stars, Super Swirls, or XTRA may be used. Hero Pup or Atom discs or Hyperflite Competition Standard Pup, Jawz (any variation), or FrostBite discs may be used for dogs under 25 pounds or under 16". Distance: Hero Air, Hero XTRA, Hyperflite K-10 or Wham-O Fastbacks may be used. For each round, all discs must be of equal type from the list above. No mixing of disc types during individual rounds. No treats allowed on the competition field during the competition

Disc Dog trial committee - A Disc Dog trial committee shall include, but is not limited to, a Trial Chairperson, Trial Secretary. The Trial Chairperson may also serve as the Trial Secretary.

- A. The Trial Chairperson is responsible for:
 1. Obtaining the trial location
 2. Securing sanctioning from MASCA
 3. Arranging for a judge or judges
 4. Ordering ribbons, prizes, certificates, or awards
 5. Making sure all equipment is at the trial site ready to go
 6. Arranging for a table steward
 7. Printing the premium and/or arranging for it to be posted on line
 8. Ensuring that all paperwork is correct and submitted to MASCA

- B. The Trial Secretary is responsible for:
 1. Accepting entries and fees
 2. Writing names of dogs/handlers on score sheets
 3. Acting as the contact person for exhibitors
 4. Tracking requests for refund

- C. The day of the show, the Trial Secretary will be responsible for:
 1. Checking in exhibitors
 2. Filling in score sheet information for day of show entries
 3. Adding day of show entries to the judge's sheet
 4. Ensuring that all paperwork is complete and signed by the judge(s)
 5. Training line judges and timers.

General Rules

- Should a dog appear to be injured or ill, the dog will be disqualified. Examples of injury shall include visible limping, bandages, stitches, and open wounds.
- No dog will be allowed off-leash in any part of the competition area, including the area around the competition field, except for those competing at that time.
- At no time during competition or practice shall more than one dog be off leash at the same time.
- Electronic collar transmitters are not allowed.

SINGLE DISC ACCURACY

- Handlers may not roughly handle or verbally abuse any dog.
- Handlers will not interfere with other competitors.
- Dogs that urinate or defecate in trial area during competition will not be penalized. The clock will still run during this time. The Handler must pick up after their round.
- Handlers will show respect towards other competitors, staff and judges.
- Handlers will care for their dog with shade, water, crate or tie-out, etc.

Rules: Single disc accuracy event is a timed event where points are awarded to successful catches within the scoring zones of the field. A single division of randomly sorted teams will be given 60 seconds and unlimited throws to accumulate as many points as possible within the given time period.

The single disc accuracy field is measured out to 40 yards in 10 yard increments. Each sideline is open as there are no out of bounds for each sideline. Throws over 40 yards will not be scored. *** The Specialty field will include two 20 foot diameter circular zones at 10 and 30 yards.

If a "Short" field is used for indoors, see the "Short Course" section below.

Scoring Zones are as follows:

Specialty & Regular Scoring

Zone	Points	Notes
0-10 yards	0	
First half-circular zone	0.5	***Specialty Field Only***
10-20 yards	1	
20-30 yards	2	
30-40 yards	3	
Second half-circular zone	4	***Specialty Field Only***
Third half-circular zone	5	***Specialty Field Only***
Aerial catch - 0.5 point plus zone score for each catch in the air.		

Short Course Scoring

Zone	Points	Notes
0-15 yards	0	
15-25 yards	1	Outer most L & R Zones
15-25 yards	2	First Center Zone
15-25 yards	3	Second Center Zone
Out of bounds	0	Anywhere outside the scoring boxes
Aerial catch - 0.5 point plus zone score for each catch in the air.		

Zones are scored with all paws within the scoring zone after a successful catch. The line dividing the scoring zones and defining the end zone scores successful catches as the higher zone. Where one or more paws are located within the lower zone after a successful catch that lower zone shall be scored. Tipped catches shall be scored at the location of the final successful catch. Aerial catch awarded at time of successful catch.

Each team, each round may throw from either end. Once the first throw has been released, or after time begins, the thrower must continue throwing from the same end as the initial throw was made. After the initial throw, dogs are not required to return behind the throw line before each succeeding throw.

At the start of each round, dog, disc, and thrower must be behind the throwing line. The beginning of the 60 second time period shall be when the dog crosses the throwing line. Each thrower will verify with the line judge for readiness before beginning. The timer will start the clock as the dog crosses the line. Any throw made with the throwers body touching the line or into the first zone before the disc is released shall be called as a foot fault and that throw will not be scored as time continues. Throwers may cross the throwing line at any time after each throw is released to collect their dog or disc.

Short Course: Rules as stated above apply to this revised course except as follows:

Each team, each round will throw from the same end.

Tie Breaker: For ties in the top placing/awarding positions, the team with the lesser number of throws during their rounds shall be awarded placement. If the tie persists, a throw off shall determine the placeholder positions. Each team will have one throw each with the high awarded successful catch determining the winner of the tie breaker.

FREESTYLE

Rules: Freestyle consists of a 90 -120 second choreographed routine set to music of the competitor's choice (with consideration of the listening audience) showcasing their dogs abilities through successful completions of disc related tricks and maneuvers. Special consideration should be given to the level of difficulty and overall presentation of the routine. Each team will compete in a single division for two rounds total.

Each team competing will present their music to the DJ upon registering the day of the event, noting the team members names and track number on the disc or case. (Verify media requirements with the organizer of the event prior to attendance.) Each team will be allowed a maximum of eight (8) discs during their round. Time will begin with the first attempted toss release or canine's bite on the disc. Each team will receive a 60 second, 30 second, and 10 second remaining notifications.

Scoring: Scoring for freestyle is on a scale of 1-10 for Team, Canine, Handler and Difficulty. The Difficulty score will be divided by two for a maximum total of 5 points towards the total score. The Success Score is the number of completions divided by the total number of attempts times 5 for a maximum of 5 points. Total maximum points for all categories is 40. The categories are as follows:

Team score – The team is scored on their flow and transitions between tricks, ability to complete tricks with consideration given to the level of difficulty for the individual tricks. Management of discs, use of the entire field, and general impression of the routine fall within this category.

Canine Score – The canine is scored on the drive, stamina, and athletic abilities of the canine competitor with consideration of the breeds physical abilities. Level of drive, speed, leaping ability, body control during leaps and landings, tracking and grip on the disc for a variety of tosses with consideration to spin and flight path are all under this category. Consistency of the canine elements is also judged throughout a variety of distances and tricks. Consideration is to be made to the level of difficulty of each individual trick, sequence, or completed catch.

Handler Score – The handler is scored on planned choreographed movement around the entire field of play while demonstrating a variety of releases of different lengths while placing the disc in locations to maximize the canine's abilities. The handler's athleticism and transition between sequences and tricks while controlling the pace of the routine is included and judged.

Success Score – This category is scored a straight ratio of completions per attempts multiplied by 5.

Difficulty Score – The difficulty bonus category provides an additional score ranging from 0 to 10 in Tenth point increments divided by 2. Each judge provides a Difficulty score, and then the high and low are thrown out with the head judge having the final ruling.

The total score for the team will be a combined score from each round.

Tie Breaker: For ties in the top placing/awarding positions, the team with the higher Success, Team, and difficulty score wins the first round of the tie breaker. If needed a second round consisting of a best single catch trick scored by the freestyle judges in the above categories will determine the winner of the tie breaker.

Canine Safety: During the routine, at the discretion of the judges, at any point where the canine is endangered with excessive contortion or buckling/slam a 3 point deduction may be added to the total score for the round. Where excessive instances are occurring the judges may stop the routine thereby no score will be provided and the team is disqualified.

Definitions:

Contortion: where the canine twists its body the degree that could lead to injury while jumping, catching or landing.

Buckle/Slam: Where the canine lands or touches the ground with any part of the it's body other than the feet during landings on the ground, except where a canine's face touches the ground due to chasing a low throw or similar situations away from the handler at a distance.

DISTANCE

Distance event is a long distance event where the longest single toss for the round is awarded to a successful catch measured from the location of the disc upon the initial contact between the canine and the ground after the catch has been completed. A single division of randomly sorted teams will be given three (3) throws with a maximum of 3 minutes to complete a successful catch, as long as possible, from the throwing line. The timer will start the clock when the dog crosses the starting line. The distance field is a minimum of 40 yards wide with no out of bounds on each side or end opposite the throwing line in the direction of play. A clear space of 100 yards long shall be provided for longer throwers. A throwing line, perpendicular to the field of play will be designated with the addition of a cross point locating the center of the throwing line. Successful catches shall be marked at the point of the catch and marked with a low cone or similar marker.

Successful catches are scored when the disc is caught from the air and control is maintained of the disc when landing. The distance for the longest catch is measured from the center of the throwing line in a direct path to the location where the catch has been marked. Each successful catch will be marked on the field of play and only the longest will be measured and scored. All tipped catches will be marked at the point of successful catch.

Prior to the start of the distance event, all participating teams will vote to determine the direction to throw. Once the first throw has been released for the rounds, all throwers must continue throwing from the same end as the initial throw was made.

Prior to each attempt the dog, disc and handler must begin behind the throwing line. Distance start is a free start. The dog may cross the line prior to the release of the disc. The handler must throw from behind the line for each attempt. The dog must progress down the field from the throwing line in the direction of play until the disc is released. Handlers may call off their dog from an attempt prior to the release of the disc, but must call the dog back to behind the throwing line. The dog may not stop at any point during the handler's windup without a recall. These attempts will not be measured for a catch and that attempt will be included in the total allowed throws. Dog must cross start line at the beginning of each throw.

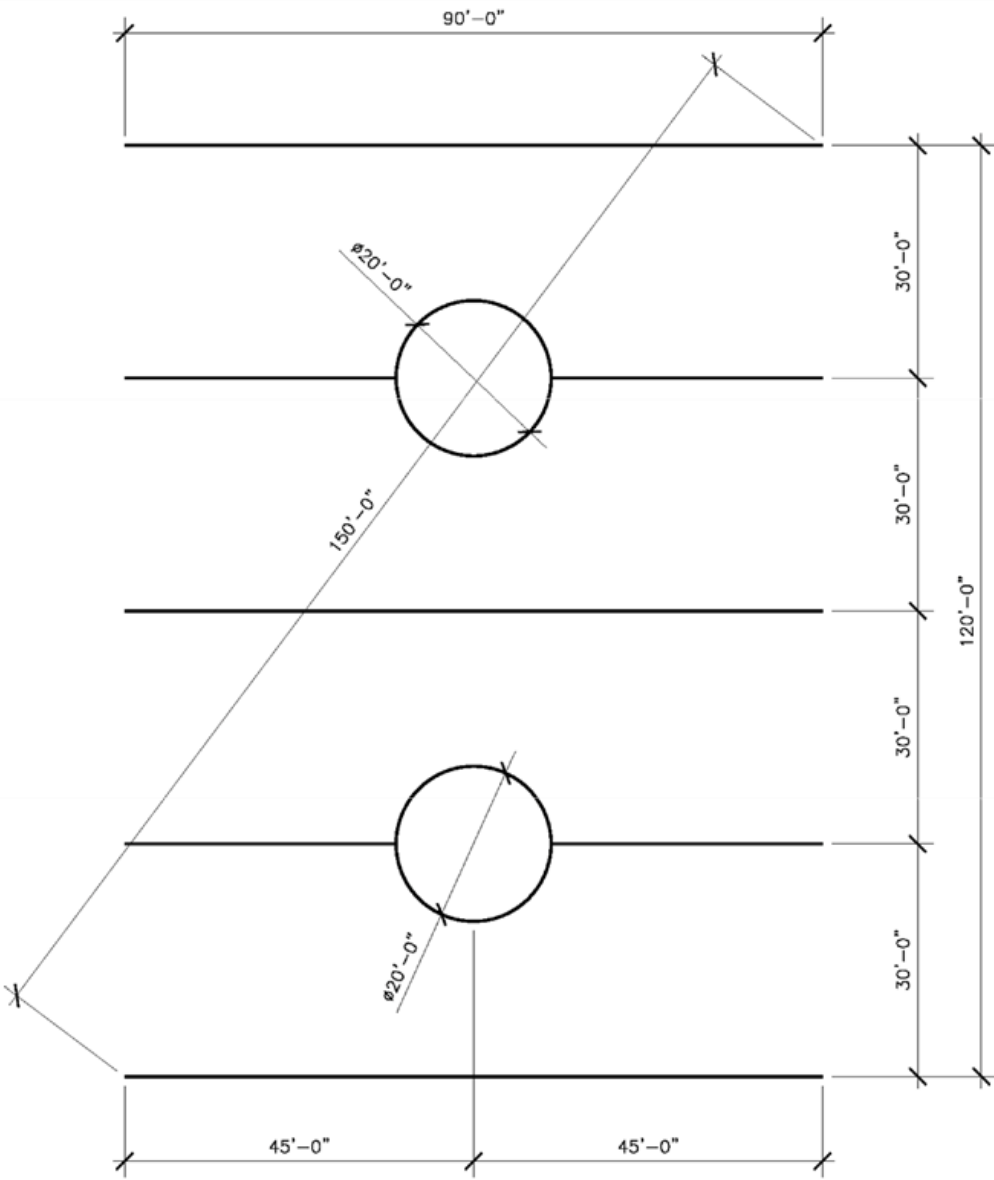
After 3 tosses and after measurements are complete, handler must clear field of discs.

At the start of each round, dog, disc, and thrower must be behind the throwing line. Each thrower will verify with the line judge for readiness before beginning. Any throw made with the throwers body touching the line or into the field of play before the disc is released shall be called as a foot fault and

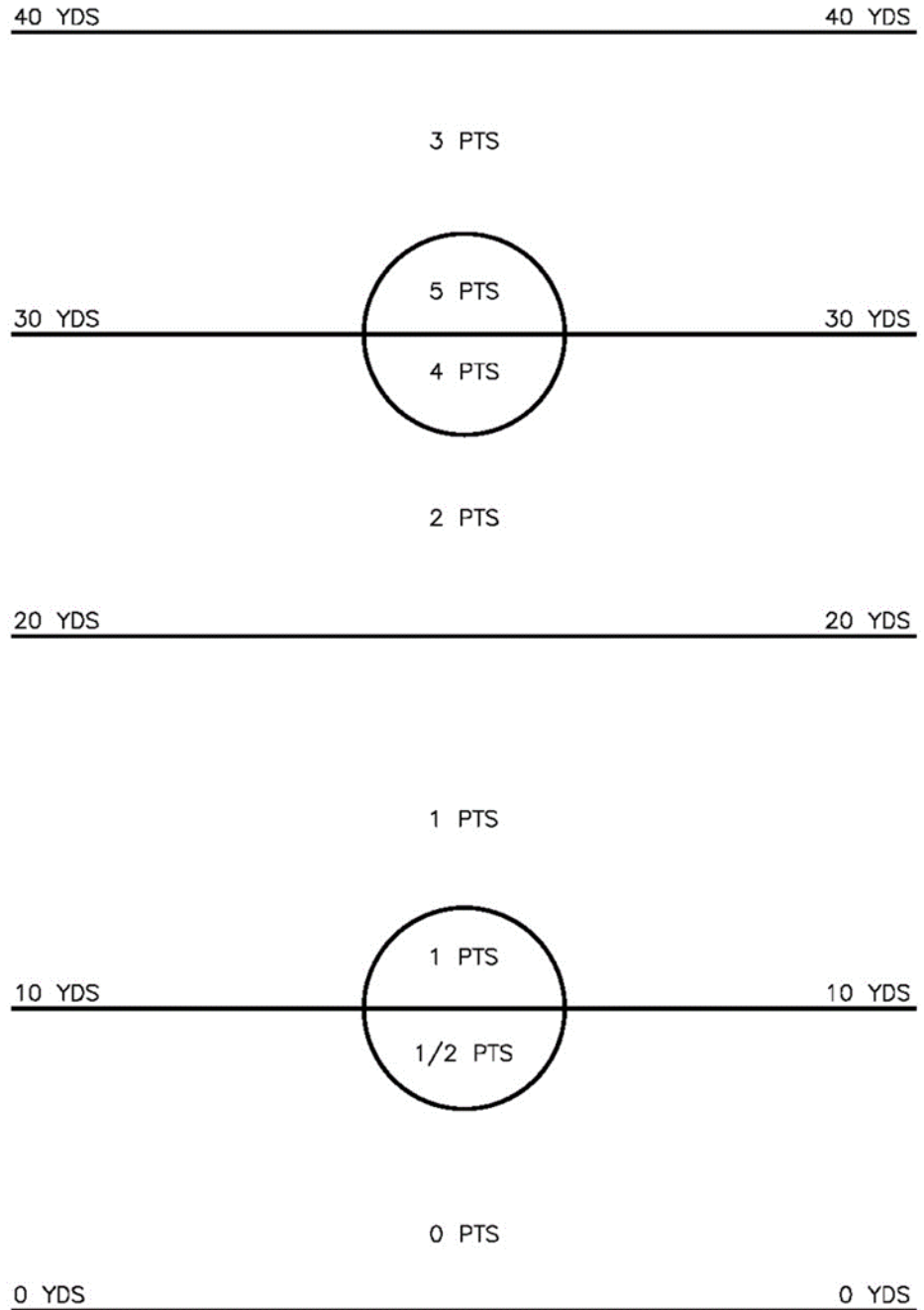
that throw will not be scored as time continues. Throwers may cross the throwing line at any time after each throw is released to collect their dog or disc.

Tie Breaker: For ties in the top placing/awarding positions, the teams will flip a coin for placing in a throw off to determine the placeholder positions. Each team will throw one disc each, alternating per round until a clear winner is determined with the longest successful catch winning of the tie breaker.

Disc Dog Single Disc Accuracy Field Setup Diagram – Specialty

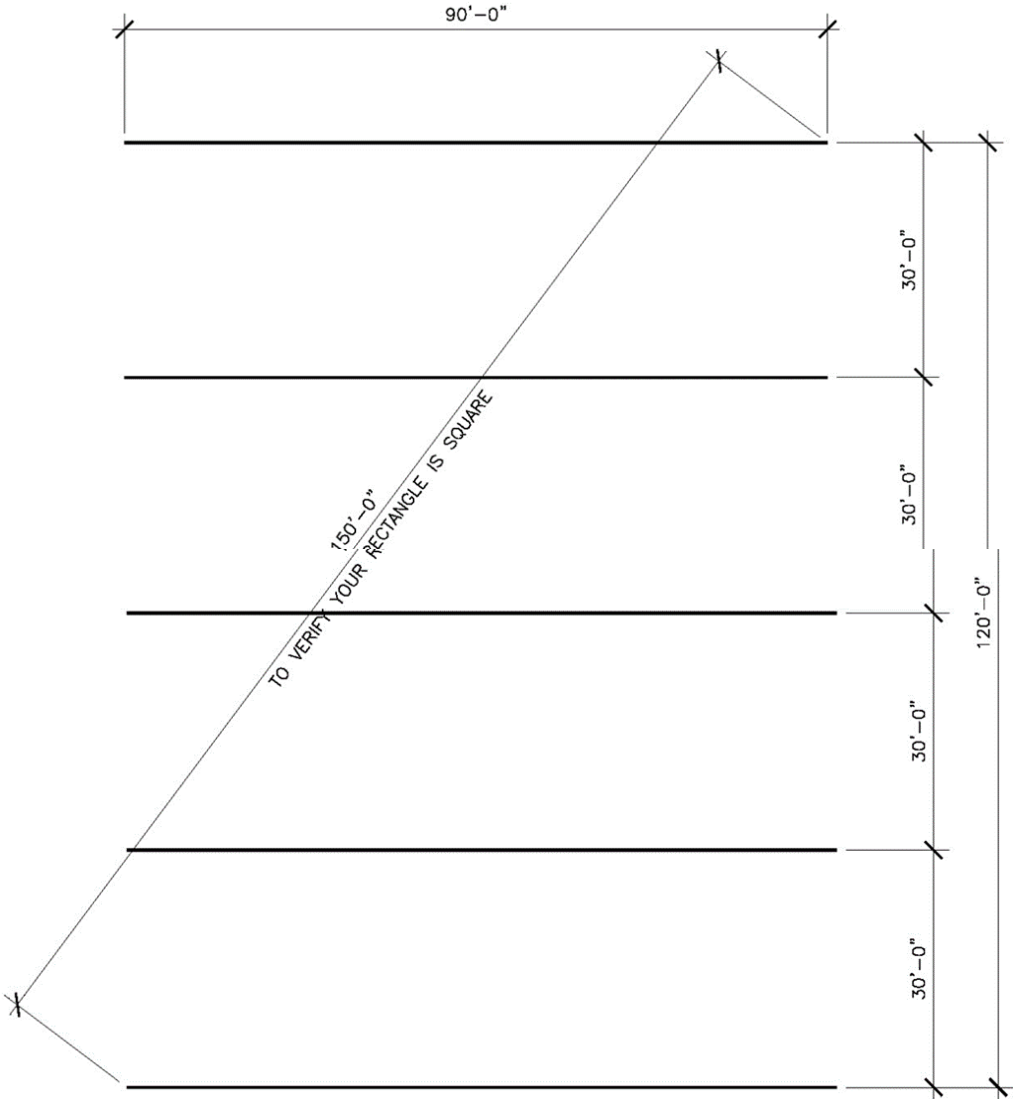


Disc Dog Single Disc Accuracy Scoring Diagram - Specialty



+0.5 PT FOR JUMPING CATCH

Disc Dog Single Disc Accuracy Field Setup Diagram – Regular



Disc Dog Single Disc Accuracy Scoring Diagram - Regular

40 YDS 40 YDS

3 PTS

30 YDS 30 YDS

2 PTS

20 YDS 20 YDS

1 PTS

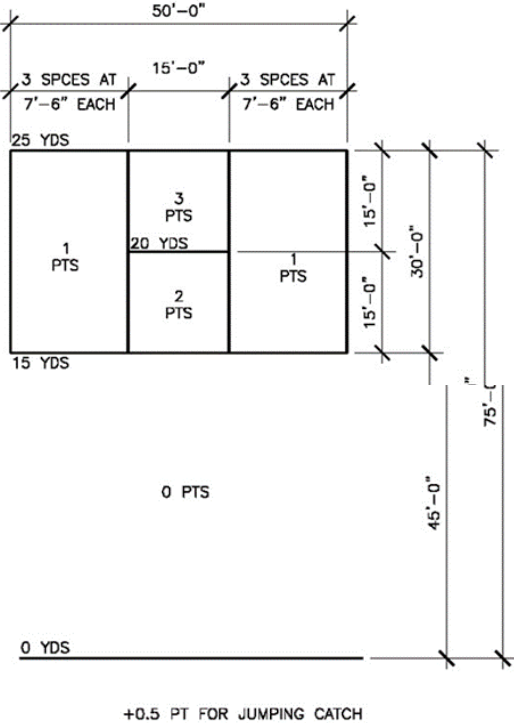
10 YDS 10 YDS

0 PTS

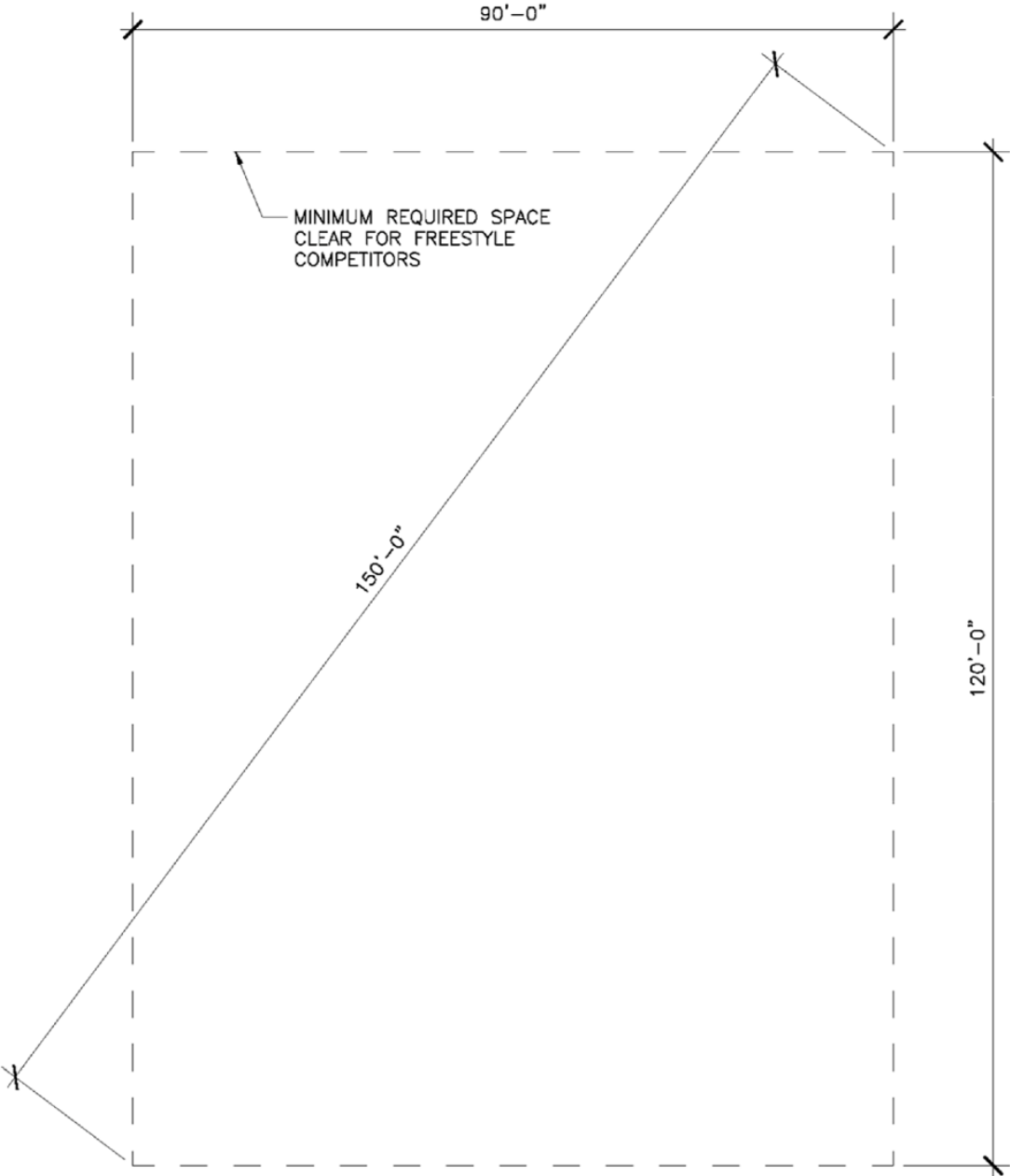
0 YDS 0 YDS

+0.5 PT FOR JUMPING CATCH

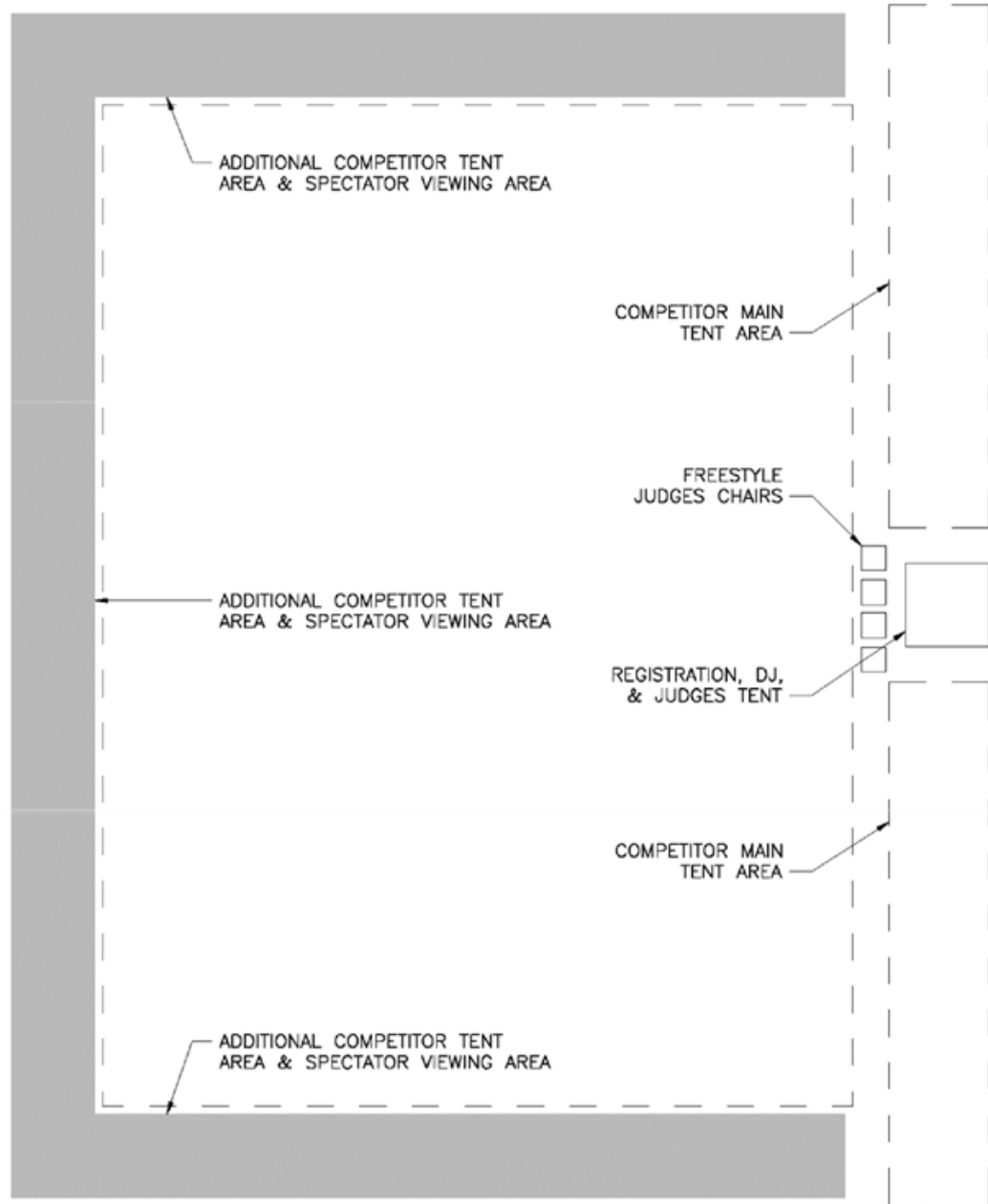
Disc Dog Single Disc Accuracy Scoring Diagram – Regular (Short Course)



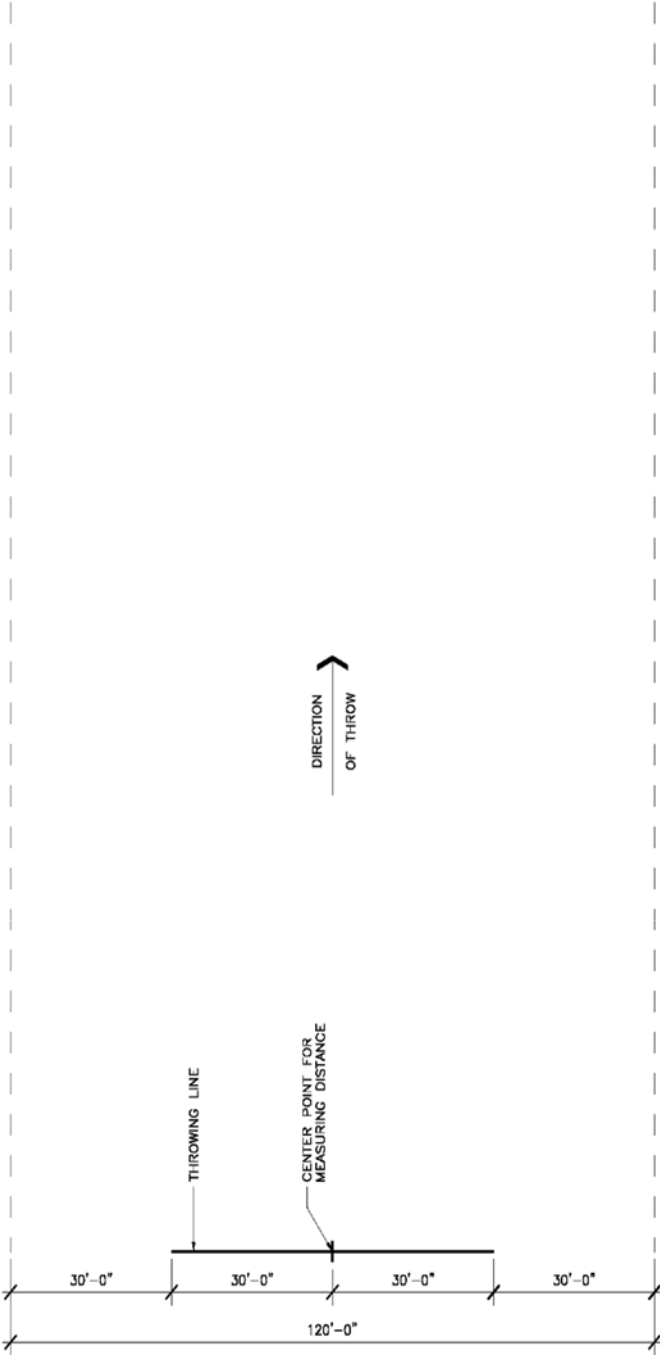
Freestyle Field Space Diagram – Specialty & Regular



Disc Dog Freestyle Field Setup Diagram – Specialty & Regular Disc Dog



Distance Field Setup Diagram – Specialty & Regular



Updated 1.17.14