



New Zealand Flygility Dog Association Inc.

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TOURNAMENT COMPETITION RULES, TITLES AND REGULATIONS

(To apply from September 2008)

1. AMATEUR COMPETITION

The NZFDA encourages amateur competition. Individuals or teams that accept money or other compensation for flygility competition or demonstrations may not compete in NZFDA competition. They may, however, accept money for expenses, or prize money or trophies, uniforms or equipment that identifies a sponsor or the host club.

2. FLYGILITY'S CHARACTER

Flygility is a dog sport using some features taken from other dog sports but there is a need for skill in negotiating courses with a variety of obstacles and changes of direction. Accuracy is more important than speed.

3. COMPETITION CHARACTER

- 3.1 Flygility is essentially a team knock-out competition where two teams compete simultaneously over separate courses that are as close to identical as possible. The best of three runs decides which team proceeds to the next heat.
- 3.2 A double elimination knockout draw must be used for all events being held at the tournament where the number of entrants is less than eight but shall not be used for events where the number of entrants is eight or greater.

4. TEAMS

- 4.1 There can be different team types:
 - a. One handler with one dog is an **Individual Team**;
 - b. Two handlers each with a dog is a **Pairs Team**;
 - c. Three handlers each with a dog is a **Threesome Team**;
 - d. Four handlers each with a dog is a **Foursome Team**.
- 4.2 The Management may decide to form teams in one class of the tournament by **random selection** of team members. Points for heat winners will still be credited in such classes.
- 4.3 It is the responsibility of the organisers to ensure a Box-loader is available for each Knockout race. A team may request a specific box loader.
- 4.4 At an official Flygility Tournament the Management may offer Knock-Out competition for any or all of these team types if there are four or more teams of the same type submitting entries.

5 NAMING OF TEAMS

Each team will have a name or designation registered with the NZFDA and the name of member or members (dog and handler) will be specified in the entry form for each official Tournament. A handler may run more than one dog in the same team or enter in more than one team in the same knock-out class. Should two teams with the same handler in each be drawn in the same race, then that handler must use a substitute handler for one of the dogs in that race.

6 RESERVE DOGS

Each team, including an Individual team, may have one dog (and handler) as a reserve which may be used at the team's discretion or in the case of injury. Reserves may be used as substitutes at the end of any run during a heat. A reserve may be reserve for more than one team, subject to the level at which the team competes.

7 SUBSTITUTE RUNNER

Any team may have one person to run in the place of any handler for re-run purposes. The handler intending to use this provision must advise BOTH judges of his/her intention before the round starts. The Substitute Runner will stand back from the start/finish line and clear of returning dogs. If called into action by the handler, he/she will take the dog by the collar from the handler immediately prior to the re-run.

8 COMPETITION RULES

There will be five levels of competition:

- a. **Beginners:** At this level the course will be straight and will include only Basic Equipment (refer paragraph 9). Dogs may not compete at this level if they have accumulated 20 points;
- b. **Intermediate:** In addition to the Basic Equipment, the ramp with hoops (refer paragraph 9) may be included and one change of direction is permissible but only by way of the bendy tunnel (refer paragraph 9). The change of direction will not be less than 150 degrees (ie, referring to a clock face, running from 6 towards 12, the change cannot be greater than turning right to 1 or left to 11). All dogs may compete at this level.
- c. **Open:** The weaving poles (refer paragraph 9) may be included and there may be two changes of direction with or without use of the bendy tunnel. Any single change of direction will not be less than 120 degrees (clock face, running from 6 to 12, the change cannot be greater than turning right to 2 or left to 10.) unless the bendy tunnel is used as the corner, in which case, the corner can be as sharp as 90 degrees. All dogs may compete at this level. Points awarded will be open points.
- d. **Advanced:** The only limitation on the complexity of this level of competition is the equipment available, the practicality of setting out two equal courses and, of course, the safety of the dogs. Dogs may not compete at this level until they have accumulated 20 points. Points awarded will be advanced points.
- e. **Novelty Class:** The Management may choose to offer novelty classes. Points for heat winners in this type of class will NOT be credited towards titles.

9. FLYGILITY EQUIPMENT

- 9.1 The Association's policy is to keep equipment costs to a minimum, consistent with safety, spectacle value, storage and transport. Agility equipment may be used so long as its dimensions meet the minimum measurements required for flygility. With all measurements, unless otherwise stated, there will be a 10mm difference permitted, up or down, thus recognizing construction and timber shrinkage factors.

9.2 Team Equipment:

a. *Flybox:*

- i. The tournament organisers shall supply flybox's and have a spare box's immediately available if required. Once the event has commenced, flyboxes can only be replaced if they malfunction. Competitors will be given the opportunity to practice on the flyboxes prior to the tournament commencing.
- ii. All boxes are to have a pedal-release mechanism. To preserve the spectator appeal of the sport, dog skill levels and equal competition the box design must allow for a distance not less than 200mm between the top edge of the pressure pad and the centre of the ball-cup, at the point in the box's action where the ball leaves the cup, this being measured as a straight line. A ball, when released from the flybox, must have a free unobstructed flight of not less than 600mm. All flyball boxes used for tournaments are to be of a standard design. The operating pedal shall cover the full face of the box and no more, with a 10mm undersize allowance and the pressure required to be operate it be no more than 2kg gently placed on the top edge of the pedal with the pedal in a horizontal position. (load the box, raise the front of the box so that the pedal is horizontal and prop it up. Check the weight required to trigger box).
- iii. In the interests of dog safety the flybox will have no sharp projections which the dog could land on after leaping for the ball. If the ball cup is exposed and able to strike the dog, the cup's edge must not project above the ball, or the cup must be made of a flexible material such as rubber.
- iv. Boxes shall be inspected by a panel of the Tournament's judges and shall not be allowed if, in the opinion of the majority of the judges, the box has been constructed or altered in a manner which provides an unfair advantage to any one team or it was likely to cause injury to a dog.
- v. If a box malfunctions during a round the judge will immediately stop the round. The organisers will replace the faulty box with its stand-by box and the round will be started again.

- b. ***Balls and ball containers:*** The organisers will supply balls and four containers, one for each end of the course. Sizes of ball other than the tennis ball may be used for different sized dogs, the responsibility being with the dog-handler and box-loader.

9.3 Host Club Equipment: It will be the host club's responsibility to provide, for the duration of the Tournament, two sets of course equipment. Teams are asked to co-operate by loaning equipment.

9.4 Basic Equipment:

- a. ***Flyball pattern jumps,*** being the first and last obstacles in every course. (Mini height 200mm, Midi 300mm, Maxi 400mm.) There shall be 600mm between the vertical posts or panels of the jumps which will be 600mm high and may be painted in colours of the owner's or sponsor's choice. The jump heights will be set according to the height of the smallest dog in that team.
- b. ***Agility hurdles*** - with wings preferred but not mandatory. (Mini height not higher than 200mm, Midi 380mm, Maxi 460mm. Hurdle heights for the whole team will be set according to the height of the smallest dog in that team. Bars preferably 40mm outside diam. and length 1m - 1.2m. The number of bars will be at the Judge's discretion.
- c. ***Long jump:*** This will consist of four boards, 150mm wide, the longest 1500mm long, the others reduced in length to allow them, with 25mm legs fitted, to slot inside each other (ie, second longest board 1450, third longest 1400 and shortest 1350mm). The longest two boards will have legs giving maximum height at the top edge of the sloping board, of 300mm and the bottom edge of the board 230mm. The two shortest boards will be, at the top of the slope 250mm high and at the bottom 180mm. The two highest boards will be central, their sloping faces looking away from each other. The shortest two boards will be placed with their lower edges the correct distance apart for the smallest dog in the team. All four boards will be evenly spaced to fill the distance gap. (Mini 750mm, Midi 1000 and Maxi 1300). On each side of the long jump, at mid-point, a vertical marker - hurdle upright or hurdle-wing, will be placed, close to the end of the boards. The sloping faces of the boards will be painted white or of one colour clearly visible to dogs.
- d. ***Bendy tunnel:*** Diameter Minimum 600mm, Maximum 750mm with a maximum difference of 50mm between the diameters of the tunnels in each lane. Minimum length 3.0m Maximum - 4.0m but this can be easily adjusted as the tunnel can be concertined.

- e. **Poles and rope for start/finish line:** Two flexible poles, at least 1.5 metres in length and a rope, at least 8 metres in length, must be available to define the start line unless a painted line is used.
- f. **Judges flags:** Each Judge will be provided with two flags, one checkered and one Red, at least 300mm square on a short handle. The Red flag will signal a re-run. The checkered flag will signal that the team has finished.

9.5 Additional Equipment:

- a. **Ramp:** Two planks, 300mm wide and 2.4m long with slats no further apart than 350mm, securely attached to a support allowing the highest point of the ramp to be 600mm from the ground. At each end of the ramp there may, at the judge's discretion, be a hoop. These are 25mm x 150mm x 900mm boards supporting a hooped length of stiff hose giving an opening 600mm wide at the base and 700mm high. These are pegged to the ground at the base of the ramps. Where it is not possible to peg the hoops the ends of the ramps are to be placed on top of the hoops' bases.
- b. **Weaving poles:** A bank of 6 poles will be used. To ensure the obstacle presents the same difficulty for all sizes of dogs the rigid plastic water pipe poles will have an inside diameter of not less than 30mm or an outside diameter of not less than 34mm. The 10mm dispensation for equipment sizes will not apply to the poles except as regards their length, which will be 900mm and the distance between the poles, which will be 600mm.

10. JUDGES

10.1 At the discretion of the Affiliated Group running the Tournament there may be two line Judges or Three line Judges:

- a. The Judge who designed the course will be the Course Judge and act as the senior judge for that competition; and
- b. The second judge will be known as the Support Judge
- c. where three judges are used the Judge who designed the course will be the 'Main Judge' and the other two line judges will be the flag judges ("flaggies")
- d. The Main Judge will give the starting commands ARE YOU READY. The Flag Judges will raise their starting flags to indicate their lane is ready to run. The Main Judge will then call 3 2 1 GO .and watches both lanes while the two flag Judges watch for errors in their lane and flag the finish. The main judge tells the board/race recorder who won the race.
- e. Where the finish is close the three judges in consultation will decide which lane was the winner - with the Main Judge making the final decision.

The two Judges, or the two flag judges, will, in consultation decide on which lane each will judge. The Judges will be positioned at the end of the start/finish line nearest to their team.

10.2 There will be two flybox referees. A flybox referee may also be a flybox loader. Each Flybox Referee's responsibility will be restricted to observing, in the allocated lane, the competing dog's and box-loader's performance. If there is any infringement of the rules the Flybox Referee will immediately signal to the Judge of that lane, by raising his/her coloured flag, that there has been an infringement. The Judge will then immediately raise his/her coloured flag, thus signaling that a re-run will be required. Each Flybox Referee will have the additional responsibility to adjust jump heights or length depending on the height of the next competing team.

- 10.3 The Judge will ensure that his/her specified team does not infringe the rules relating to the start/finish, clearing the obstacles, activating the flybox and retrieving the ball to cross the finish line. Immediately an infringement occurs the Judge will signal clearly with the coloured flag that the dog in error will have to re-run. The Judge who was responsible for designing the course will give the starting commands that will be by word of mouth - 3-2-1-GO.
- 10.4 If there is an infringement affecting both teams, e.g. a ball from one team intruding into the other team's area and affecting that team's performance, the Judges will confer and agree on the penalty. If the Judges cannot agree the Course Judge will have final decision.
- 10.5 The Judges' decision will be unanimous in determining the winner of a closely contested round. If the decision cannot be unanimous the round will be declared "dead" and immediately re-run.
- 10.6 A dog belonging to a Judge at a tournament may compete in that tournament in any class including the class in which the Judge may be judging. However, the dog must not run in the lane the Judge is judging and should an infringement arise, involving the Judge's dog and affecting both lanes, the dog-owning Judge will leave the decision entirely to the other lane Judge.

11. COURSE SITE AND LAY-OUT

- 11.1 The two course lanes are to be a minimum of 3 meters apart at any point. At the Start/Finish line the maximum distance between lanes is 6 meters.
- 11.2 From the Start/Finish line to the line touching the front edge of the flybox pedal, the distance as a straight line at right angles to the Start/Finish line will not exceed 30 meters. This distance should not be reduced unless there are exceptional circumstances, and the shortened measurement, with an explanation for the reduction, must be recorded on the Judges' Result Sheet forwarded to the NZFDA. The actual length of a course can be longer than 30m due to the inclusion of turns.
- 11.3 The ring size should not be less than 44 meters in length (this allows for 7metres before the Start/Finish line and 7 meters behind the flybox pedal) and wide enough to allow 5 meters clear at the sides of the lanes, taking into account turns within the course.
- 11.4 There shall be a distance of 2 meters from the Start/Finish line to the first jump, which shall always be a flyball jump. No distance between the end of an obstacle and the start of the next obstacle will be less than 3 meters. There shall be a distance of 5 meters from the last jump, which shall always be a flyball jump, to the flybox pedal.
- 11.5 It is recommended that, where possible, two half-circles of dark-coloured plastic garden fencing (eg, Netlon with 50mm squares, 1.2m wide cut in half to give 600mm height) be erected in a semi-circle or U around each flybox to prevent a miss-caught ball wandering into the spectators or into the other lane. This barrier should be no closer than 3m from the box on the outer side of the course and 3m behind the box and then coming in to a point midway between the two boxes. Each curve of barrier will be approximately 8m long.

12. RACING

- 12.1 A race is defined as the best two out of three runs.
- 12.2 **Practice:** Before the race starts, each dog may, if the handler wishes, have one practice run over the official course, a ball being used in the flybox as usual and the handler being free to encourage the dog in any way during that practice run. If, in a subsequent heat, a team has to run in the other lane from the one run in earlier, the team may have a practice run in the new lane. There shall be no practice or training in the ring for the duration of the Tournament except for the practice runs as permitted in the two instances stated above. In an advanced class the Judge has the right to require teams to change lanes for each run in a race. If this principle is used it must apply to all competitors in that Advanced Class.

12.3 The Start: Dogs may start from a stationary or running start. If any part of the dog, or if the handler's foot crosses the starting line before the GO! of the start signal, it is a false start. The run is declared dead and that run is started again. If the same team has a second false start in any other run of the race, that run will continue and the offending dog must re-run.

12.4 The Run:

- a. Each dog is to negotiate all the obstacles in succession, trigger the box and return, negotiating all the obstacles in succession, with the ball in its mouth. Only when the first returning dog has crossed the start/finish line with any part of its body (on ground or in air) and the ball it must carry is over the line, may the second dog start (and so on). The first team to have all dogs complete a faultless run shall be the winner.
- c. If a dog has started before the preceding dog has reached the start line, does not negotiate an obstacle, dislodges a hurdle bar, does not trigger the box, or does not return with the ball, the Judge will immediately flag the dog on its first fault and the dog will be required to re-run after the other dogs have run. If the handler's foot crosses the start-line during the dog's run the handler will be flagged and the dog will have to re-run after the other dogs have run.
- d. A handler may recall a dog to the start line as soon as the dog makes no progress or faults. The Judge will immediately raise the coloured flag and commence a five second count using the words FIVE THOUSAND, FOUR THOUSAND, THREE THOUSAND, TWO THOUSAND, ONE THOUSAND, GO. The next dog to run will not cross the start line until the Judge counts GO and the flagged dog has returned over the Start line. If a dog faults after reaching the box then a five second delay count is not required before the re-run. (Note: Two dogs must not be on the course lane at the same time).
- e. The team will forfeit the run if a handler causes a re-run by either deliberately calling their dog back before it has faulted or by deliberately stepping over the start line.

12.5 Re-runs: A dog will re-run after the other dogs in the team have run. If the handler wishes, on the re-run only, he/she or the team's runner may run with the dog to encourage it. The person may press the pedal and may put the ball in the dog's mouth, either at the box or on the course, but must not carry the ball, which the dog must take over or through all obstacles and over the finish line. Any dog errors on the re-run should be corrected there and then, as the dog must complete the full course accurately. If these conditions are not fully met the dog is disqualified and as a result the team is disqualified.

12.6 Knock-Down of a Flyball Jump, Hurdle Bar or Long Jump: If a dog knocks over a flyball jump, hurdle bar or long jump, the obstacle will not be replaced during that run but the dog shall be required to re-run. In a team class all remaining dogs in that team will be required to run through the flyball jump as if it were standing and/or run through the hurdle uprights, or wings, despite the bar not being in place and/or run through the vertical markers of the long jump. The obstacles will be reset before the next run. If the judge deems the downed obstacle to be a safety hazard the race may be halted, the obstacle reset and the run restarted.

12.7 Wandering Ball: If a dog miss-catches a ball and it hits the box-loader or rolls into the other lane it will still be in play. If the dog or ball do not in any way adversely affect the performance of the other team, there will be no penalty. However, if in the opinion of either Judge there has been adverse effect the offending team will forfeit that run. If the dog miss-catches a ball and the ball becomes inaccessible to the dog for any reason (eg, bounces back into the box, rolls into the spectators) the handler will recall the dog which will have to re-run.

12.8 Flybox Loader: After loading the box the loader must remain stationary, in the upright position, behind the catch nets and may give only verbal encouragement to the dogs. Hands will be kept behind the back except when loading. The ball container should be placed right behind the loader so that a miss-caught ball will not bounce into it. If, in the opinion of the Judge, the loader, through body movement, gives encouragement to the dog, the Judge will flag the loader and the dog will be required to re-run.

13. AGGRESSION

If a dog shows undue aggression toward any dog or person, at any time during the competition, the Judge may pull that dog from competition and a stand-by dog will be used. The degree of aggression that warrants substitution is to be determined by the Tournament Manager. All dogs excused from competition for aggression must be reported to the NZFDA. On receiving a second such report on any individual dog the Executive Committee will have the right to bar that dog from any future competition. An application for reinstatement may be submitted after the period of one year.

14. DOGS

- 14.1 No dog will compete before it is twelve months of age. If in the opinion of the Judges, a dog is lame or a bitch is in season, the Tournament Manager will have the right to excuse the dog from competition unless the handler presents a Clearance Certificate from a veterinarian.
- 14.2 All dogs shall wear a leather or fabric collar (not a chain collar) to enable the handler to restrain the dog while waiting its turn. Holding the dog by the scruff of the neck, or other parts, should be discouraged.

15. DOG HEIGHTS

The heights for Midi and Mini dogs will be the same as those used at the time for Agility dogs by the New Zealand Kennel Club.

16. FLYGILITY TITLES

16.1 Points:

- a. Titles will be based on the acquiring of points gained through the winning of a heat in a Knock-Out Race held at an officially approved Tournament subject to the strict condition that only NZFDA registered dogs, handled by fully financial members, will get such points, irrespective of what other handlers or dogs may be in the team.
- b. Points will be awarded if both Judges are members of the NZFDA and provided at least four teams compete. All the teams may be from the same Group or Club.
- c. Each dog in any team winning a heat of a KO at any level (Beginners, Intermediate Open or Advanced) will be credited with 1 point.
- d. The Judge's Result Sheet for each KO race will record the names of every team that competed in the first heat of the race and the number of points credited to each.

16.2 Competitor's Logbook: The owner of each registered dog may purchase from the NZFDA a Logbook in which they can record the points gained in any class. An official record of the points gained shall be held by the Secretary of the NZFDA and these will be the records used to determine a dogs eligibility to titles etc.

16.3 Titles:

- a. To be eligible to be awarded the title Flygility Dog (FD) a dog will have to have accumulated 20 points, 7 of which must have been gained at the Intermediate, Open, or Advanced levels.
- b. For the title Flygility Dog Excellent (FDX) a dog will have to accumulate 50 points (ie, a further 30 points after the FD), 15 of which must have been gained at the Open or Advanced levels.
- c. For the title of Flygility Dog Champion (FDCh) a dog will have to accumulate 100 points (ie, a further 50 points after the FDX), 30 of which must have been gained at the Open or Advanced levels and of the 30 points, a minimum of 15 must have been gained at Advanced level.
- d. For the title Flygility Grand Champion (FDGRCH) a dog will have to accumulate 250 points (ie a further 150 after FDCh), 30 of which must have been gained at the Open or Advanced levels and of the 30 points, a minimum of 15 must have been gained at Advanced level

- e. This formula for titles shall be reviewed every two years, to ensure that, as standards improve and the sport develops, the titles retain challenge and prestige value.
- f. As the sport develops, consideration will need to be given to Team Awards and Flygility Group or Club Awards.

17 FLYGILITY TOURNAMENT REGULATIONS

17.1 Terms and Conditions:

- a. Any flygility fixture approved by the NZFDA will be called a Flygility Tournament.
- b. Only Flygility Groups registered with the NZFDA will be authorized to run a Flygility Tournament.
- f. Any handler with dog may compete at an authorized tournament so long as the handler has paid the appropriate entry fee(s) and signed the entry form stating full acceptance of the host Group's authority, under the NZFDA's rules.
- g. Refer also to paragraph 16.1 a.

17.2 Approval: The Executive Committee shall have power to grant, withhold or cancel approval for the holding of any flygility tournament subject to the following:

- a. Dates of Tournaments in previous years.
- b. Dates requested.
- c. Clashing with another flygility tournament within a reasonable distance.
- d. Maintaining reasonable share of tournament opportunities for all Flygility Groups.
- e. Maintaining a balance of at least 50% of any Group's or Club's tournaments being held before the public at a public occasion where those present are not just flygility competitors, eg, other types of dog show, school fairs, A & P Shows, etc.

17.3 Applying for Approval:

- a. A Flygility Group will forward to the NZFDA a completed official Application Form at least one calendar month before the proposed tournament date, this to allow publication of the Tournament in the NZFDA official publication. The Form will require the following information:
 - i. Flygility Group;
 - ii. Place and Date;
 - iii. Expected races and the levels and the order of running;
 - iv. Time of first race;
 - v. Name(s) of Judge(s) and which races each will judge;
 - vi. Name of Reserve Judge;
 - vii. Closing date of entries;
 - viii. Mailing address for entries;
 - ix. Entry fees;
 - x. Details of prize money and/or trophies;
 - xi. Catalogue details;
 - xii. Catering details.
- b. Included with the application will be payment of the current license fee. (There will be no levy payment on individual entries.)
- c. Notwithstanding clause a & b above, the executive committee can approve tournaments that do not meet all the requirements of clause 17.2 if in their opinion the tournament is for the betterment of the sport.

17.4 Judges and Judging Appointments:

- a. Any member of the NZFDA, deemed by that Tournament Management to have sufficient experience, may be appointed as a Judge for that Tournament.

- b. Only races where both Judges are NZFDA members will count for points towards NZFDA awards or titles.
- c. The Flygility Group that has hosted a Tournament will, within fourteen days, forward to the NZFDA a complete set of race results.
- d. No Judge may be paid a judging fee but shall be paid all reasonable expenses including travelling costs and comfortable accommodation. Details of such expenses must be included by the Judge on the NZFDA Judging Contract Form.

17.5 Judge's Decision:

- a. A Judge's decision shall be deemed to be final at the termination of his judging the class, except in the case of fraud or misrepresentation.
- b. Notwithstanding a. above, a team has the right to appeal a Judge's decision, but the intention to appeal must be conveyed to the Tournament Manager within thirty (30) minutes of the termination of the race accompanied by a cash deposit of \$50.00. The Tournament Manager will immediately inform the Judge of the complaint and will endeavor to have the problem solved to the satisfaction of both parties before parties leave the Tournament. If this is not successful, the complaint must be forwarded in writing to the Tournament Manager within 7 days of the Tournament date. The Manager will forward a copy of the complaint to the Judge concerned and to the NZFDA Executive Committee who shall appoint a mediator. The mediator, within one calendar month of the Tournament's date, will call a meeting of the complainant team's representative, the Tournament Manager and the Judge and resolve the matter democratically, the mediator, if necessary, having a casting vote. The mediator will convey that decision, which will be binding on all parties, to the Executive Committee who will take whatever further action is necessary.