



Kennel Union of Southern Africa

## SCHEDULE 05M REGULATIONS FOR FLYBALL

(Effective 01.03.2026)

### INTRODUCTION

Flyball is essentially a spectator sport of 2 teams competing against one another in a relay race. Each team consists of 4 dogs and four handlers, with 2 possible substitute combinations. Two teams compete against one another where each dog has to run over the four hurdles without assistance, trigger the Flyball box to release the ball, catch the ball and return with the ball over the same four hurdles. If the dog makes a mistake, it has to run again. The fastest team with the least mistakes and of which all four dogs have run from start to finish is declared the winner of the heat. This discipline is open to all breeds of dogs and cross-breed dogs. Informality is encouraged and maximum discretion is granted to organisers but the safety of the dogs, handlers and spectators is paramount. The main elements of the sport are good sportsmanship and fun for the dog and handler.

### 1. LICENSING AND SHOW REGULATIONS:

1.1 The regulations relating to licensing and to all other matters to do with shows as set out in Schedule 3 (Championship Shows), Schedule 3(A) International Dog Shows (FCI), Schedule 4 (Non-Championship Shows) and Schedule 4A (Qualifying Shows) of the Constitution of the Kennel Union of Southern Africa (KUSA), shall apply to competition for Flyball, so far as they can be relevant to Flyball and so far as they do not conflict with the specific terms of this Schedule 5(M).

### 2. SCOPE OF LICENCE:

2.1 A Club entitled to hold a Championship Show may hold Championship Flyball competitions in conjunction with any Show or separately therefrom but may not hold Championship Flyball competitions more than twice in any one calendar year, in accordance with Article 29.1.

2.2 Any Provincial Council Flyball Sub-Committee may apply for not more than four (4) Non-championship Show Licences in any calendar year. These Licences may not be used for the KUSA Flyball Championships of Southern Africa Event.

2.3 In addition, any Provincial Council Flyball Sub-Committee may apply for not more than four (4) Flyball League Licences in any calendar year, which may only be used for the completion of any non-income generating rounds of the KUSA National Flyball League (KUSA NFL). However, Handlers may be charged an entry fee to cover venue costs, equipment hire and any other hosting costs that may occur.

2.4 Each Club and Provincial Flyball Council Sub-Committee participating in any part of this Competition shall submit a Draft Schedule under terms of Schedule 03 Regulation 5, where any part of the Schedule falls under those regulations.

### 3. ELIGIBILITY OF DOGS FOR COMPETITION:

3.1 Any dog may compete which is:

3.1.1 - registered with the Kennel Union of Southern Africa in the Breed register, Development register or obedience and trial dog record;

3.1.2 - owned by any department or service of the government of the Republic of South Africa or any other state recognised by the Kennel Union of Southern Africa;

3.1.3 - owned by a public Corporation, recognised by the Kennel Union of Southern Africa and whose eligibility is not in conflict with the regulation hereunder described or has not been disqualified or suspended from competition by the Kennel Union of Southern Africa;

3.2 Any reference to dogs in Regulations hereunder described shall be taken to include bitches.

3.3 The dog must have a valid Flyball record card and must be over the age of fourteen (14) months to participate in any Flyball event.

3.4 The following dogs are ineligible to enter Flyball competitions:

3.4.1 Pregnant bitches.

3.4.2 Lactating bitches.

3.4.3 Bitches in heat.

3.4.4 Dogs that are apparently ill or hurt. The Judge may expel from competition any dog which he considers unfit or physically unable to compete. In the case of doubt, an official Veterinarian shall be called to give his opinion, but the Judge's decision is final.

3.5 Spayed bitches and castrated dogs are eligible to enter Flyball competitions.

3.6 Dogs coming from or going to a region infected with rabies must have a valid inoculation certificate against rabies, which must be produced on demand.

3.7 Upon entering, the owner of the dog declares that the dog is in good health and is fit to take part in a Flyball competition.

#### **4. DEFINITIONS**

**4.1 Run:** One (1) dog within a heat running from the start to finish line.

**4.2 Heat:** In a Flyball team event: Four (4) dogs in a team each running from the start to the finish line.

In a pairs race: Two (2) dogs in a team each running from the start to the finish line.

In a singles race: One (1) dog running from the start to the finish line.

**4.3 Race:** Best of three or five heats

**4.4 Run-back (or Ready) area:** The start / exit zone behind the start line.

**4.5 Ring:** The area in which the Flyball racing occurs including the racing lanes from the backstop to the start / finish line, the run-back area and clearances beside the Flyball lanes / run-back area. The minimum dimension of each ring should be 10m x 35m.

**4.6 Team Captain:** A person, who may be a non-playing member nominated by the team or club which that team is representing.

4.6.1 The Team Captain shall be responsible for his team and shall not only be informed of the starting time for the event but is also responsible to see each member of his team is informed.

4.6.2 It shall be the responsibility of the Team Captain to ensure that the official KUSA Flyball entry form is completed and that s/he signs the Declaration as laid down in Schedule 4 Regulation 4.4.

4.6.3 A team captain has the right to withdraw his/her team from racing because of an injured dog or deteriorating weather conditions that are deemed dangerous and not conducive to the running of a particular dog(s) in the team. In this instance the team captain shall consult and notify the judge of his/her intention to withdraw and for what reason.

**4.7 Box Loader:** A person or team member who loads the balls into the Flyball box for each dog during each heat.

4.7.1 Conduct of the Box Loader:

4.7.1.1. Except during the warm up, to retrieve a loose ball, or get a fresh supply of balls to load, the box loader must remain in the upright position behind the box, and may only offer verbal encouragement to any dog in their team.

4.7.1.2 The box loader must already be in an upright position before the approaching dog reaches the last hurdle with no balls, except the ball loaded in the box, in sight.

4.7.1.3. The box loader is to remain in position until the outcome of the heat is determined by the judge. If, in the opinion of the judge, a box loader assists a dog, except where provided for in the rules, the dog shall run again.

4.7.1.4 In the case of a malfunction of the box, the box loader should stand in front of the box with both arms raised and wrists crossed whereby the heat will be stopped.

**4.8 Optional Participants:** A person or team member whose purpose is to assist the team in anyway the team requires. A team may have up to five other participants in the ring to aid the team. From this number only three (3) persons may be behind the Judge. They may not interfere with the Lane Steward or Judge. The Judge may request additional participants to reposition themselves to the outside of the running line-up of dogs and handlers. A team may, therefore, have a maximum of ten (10) people in the ring (4 competing handlers, 5 optional participants and a box loader). At no time may these optional participants interfere with the Judge, the opposing team, or physically aid the dogs competing. If additional participants interfere with the Judge, Lane Steward or the opposing team, the Judge may issue a warning and request such participants to exit the ring. After repeated warnings the Judge can declare a lost heat.

#### 4.8.1 Conduct of the Optional Participants:

4.8.1.1 Optional participants may not interfere with any teams running or judging except to do the following:

4.8.1.2 To retrieve loose balls.

4.8.1.3 To record crosses / passes between running dogs.

4.8.1.4 To assist their team as the team may require.

4.8.2 No additional person besides the actual handler may release or assist the dog in navigating the course. An additional person to help catch the dog in the runback area, holding a dog or revving-up a dog/dogs before running is permitted within the limits of the maximum number of allowed persons in the ring.

4.8.3 An additional person other than the handler guiding a dog into the lane or running alongside the dog as it runs will not be permitted even if this person is outside the ring. In case of a first offense, the judge shall give a warning. Any offense thereafter will result in the loss of the heat.

### 5. FLYBALL CLASSES

#### 5.1 Team event Competition Class:

5.1.1 A team consists of the following:

5.1.1.1 A minimum of four (4) dogs and a maximum of six (6) dogs per Team.

- Every dog in the Team (minimum 4, maximum 6 dogs) must be declared PRIOR to the first race of the competition. Once a competition has begun, there will be no changes to any Team.
- Each Team must have four (4) dogs running in each heat.
- A dog can only be replaced on completion of a heat. (In other words, it cannot take the place of a dog in a heat, where that dog has to re-run in the event of an infringement).
- Only the 4 dogs running in a heat may be inside the ring. Substitute dogs, if any, have to stand outside the ring.
- The team of four dogs that will run in each heat must be declared to the judge before the start of the heat. In case of substitutions, the new composition of the team has to be given to the judge. When the information is not given in time, the heat will be lost automatically.
- An injured dog may be substituted after completion of a heat. An injured dog shall not be permitted to compete any further in a competition.

#### 5.1.1.2 Team Captain and Box Loader

5.1.1.3 The jump height of this class will be determined by the size of the smallest / veteran dog in the team. (See Regulation 6 regarding measuring of dogs). It is the responsibilities of each team to set the correct height of the hurdles.

5.1.1.4 Dogs in this class will be eligible for points and titles as per Regulation 7 of this schedule.

## 6. MEASURING OF DOGS

### 6.1 Method of measuring

The elbow to accessory carpal bone measurement will be used to determine the height of the jumps in the competition class. The measurement is done by measuring the distance between the dog's elbow and accessory carpal bone of the dog's front leg. (See Regulation 6.2)

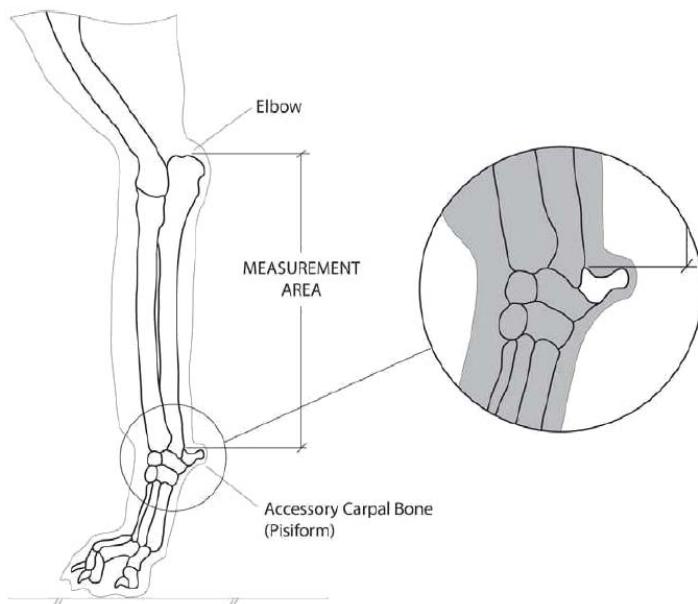
This measurement must be done by a qualified championship judge and recorded on the National Flyball Sub-committee database and the dog's record card. If the height is not recorded on the dog's record card, such a dog's height will be recorded at the maximum height, which is 30cm, on the score sheet.

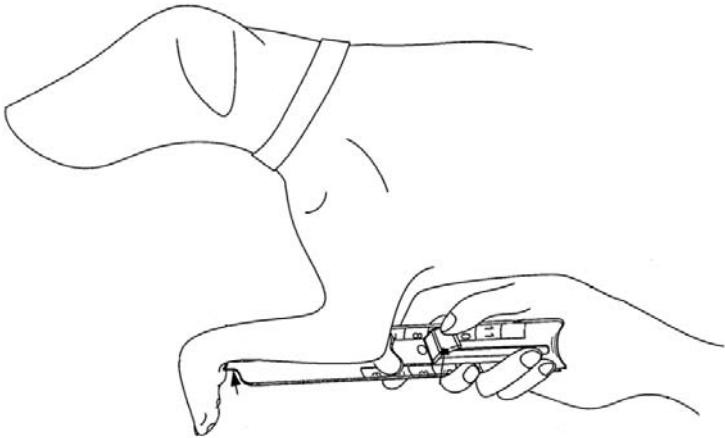
A dog might be measured with a regular measuring rod, as long as the paw is held in the correct position. However, it is advisable to use a designed measuring device, with a right angle at one side, a measuring surface and a sliding mechanism. Ideally the length can be read while the device is held in position around the forearm. If not, the measuring tag should be fixed, so that it cannot move after the paw is removed.

For measuring correctly, the three bones of the front paw should be held at right angles of 90°. The distance to be measured is from the accessory carpal bone (wrist) to the point of the elbow. The upper arm and the forearm should also be kept at 90°. It is important to note that the left upper corner of the device should be slid over the forearm towards the foot, so that the carpal pad is pushed towards the foot.

### 6.2 Measurement Table

Ulna length	Hurdle height
<12.50cm and veteran dogs older than 7 years	20cm
12.51cm to 17.50cm	25cm
>17.50cm	30cm





## 7. POINTS AND TITLES

### 7.1 Points:

Points towards Flyball titles may be gained at championship shows providing a minimum of three (3) teams have entered and compete or non-championship shows providing a minimum of two (2) teams have entered and compete.

Points are awarded to each dog in the team in accordance with the best time achieved, subject to the dog actually competing.

One (1) bonus point will be awarded for consistency if a team runs two (2) heats clear in a competition

Points are awarded as follows:

Teams Times (Seconds)	Points per Dog
18 seconds and under	40
18.01 up to 20.00 seconds	30
20.01 up to 24.00 seconds	25
24.01 up to 28.00 seconds	15
28.01 up to 32.00 seconds	10
32.01 up to 34.00 seconds	5

Each dog in a team that has competed, must have their record booklet endorsed by the judge after every competition with the appropriate points regardless of the points obtained, as per regulation 15.

### 7.3 Titles

#### 7.3.1 Flyball Dog:

The title of Flyball Dog will be granted to any dog that has earned one hundred (100) points or more, in any combination, at Championship Shows or Non Championship Shows. A KUSA Flyball Dog Certificate will be issued to this effect, and the abbreviation FD can be placed behind the dog's name.

### **7.3.2 Flyball Dog Excellent:**

The title of Flyball Dog Excellent will be granted to any dog that has earned one hundred (100) points or more. These points must be earned consecutively at a maximum of four (4) Championship or Non-Championship shows. A KUSA Flyball Dog Excellent Certificate will be issued to this effect and the abbreviation FDX can be placed behind the dog's name.

### **7.3.3 Flyball Dog Advanced (FDA):**

The title of Flyball Dog Advanced will be granted to any dog that has earned three hundred and fifty (350) points or more, in any combination, at Championship Shows or Non-Championship Shows. A KUSA Flyball Dog Advanced Certificate will be issued to this effect, and the abbreviation FDA can be placed behind the dog's name.

### **7.3.4 Championship Status:**

A Flyball Championship Certificate may be issued to any dog gaining seven hundred (700) points or more in any combination, at Championship or Non-Championship Shows. The abbreviation CH FLY can be placed in front of the dog's name.

### **7.3.5 Th One and Only Title:**

The title of Th One and Only will be granted to any dog that has earned fifteen hundred (1500) points or more, in any combination, at Championship or Non Championship Shows.

The abbreviation "Th One & Only" can be placed in front of the dog's name.

### **7.3.6 Flyball Grand Champion:**

The title of Flyball Grand Champion will be granted to any dog that has earned two thousand (2000) points or more in any combination, at Championship or Non Championship Shows. The abbreviation GR.CH (FLY) can be placed in front of the dog's name.

### **7.3.7 Flyball achievements:**

The National Flyball sub-committee will acknowledge any dog that has gained points in excess of the Flyball Grand Champion qualification.

3,000 points – Master Flyball dog award

4,000 points – Chewbacca Flyball dog award (named after the first dog in SA to reach 4,000 points)

5,000 points – Elite Flyball dog award

6,000 points – Luga-Zee award (Named after the first dog in SA to reach 6,000 points)

## **8. QUALIFICATION OF JUDGES AND OFFICIALS**

### **8.1 Training and Qualification of Judges**

8.1.1 A person wishing to become a Flyball Judge should make application in writing to the Flyball Sub-Committee of the Provincial area in which s/he normally resides. In areas where there is no Provincial Council, application should be made direct to the KUSA Office.

8.1.2 Such application should provide proof that the applicant has acted as an Official (Steward, Marshall, Timekeeper, Scribe and Scorer) or Competitor at various Flyball events.

8.1.3 Once a person has been accepted by his Provincial Council Sub-Committee or by KUSA, and before s/he may accept a Flyball Non-Championship Show appointment, s/he must attend a course and achieve the required pass rate in all elements of the course as stated in Regulations 8.1.4 to 8.1.8.

8.1.4 Candidate Judge shall attend a course, which shall cover the Rules and Regulations, Schedule 05M, judging techniques and course layout design, as well as Schedules 03, the Temporary Exclusion Order (TEO) Manual and Schedule 09, Appendix B.

This course shall be run by two (2) Championship show Flyball judges. On completion of the course, the Candidate Judge shall then take an Examination and a Practical test, which shall consist of the following:

- 8.1.5 A written closed-book, sixty-mark examination on KUSA Rules and Regulations, Schedules 03, the Temporary Exclusion Order (TEO) Manual and Schedule 09 Appendix B. This exam will be set by the Judges Education Council (JEC).
- 8.1.6 An oral or written examination on the Flyball Schedule (Schedule 05M) and judging techniques.
- 8.1.7 Sketch or illustrate a Flyball Course layout, including dimensions.
- 8.1.8 Demonstrate the understanding of Schedule 05M by undertaking a practical exam by judging two voluntary Flyball Teams. The layout of the course for the practical examination will be undertaken by the examiners and not by the Candidate Judges.
- 8.1.9 Once a Candidate Judge has successfully passed the examination, s/he will be required to judge two (2) Non-Championship Shows at which a minimum of two Flyball Teams shall be present and exhibited. The Provincial Council Flyball Sub-Committee will arrange for each judging appointment carried out by the Candidate Judge to be observed by a qualified Flyball Judge who will report back to the Provincial Council Flyball Sub-Committee and endorse the Candidate Judge's Record Card if passed.
- 8.1.10 Once all the requirements set out in 8.1.3 to 8.1.9 inclusive, have been met and the Candidate Judge's Record Card has been endorsed by the Flyball Test Judges, such Record Card will be sent to KUSA who in turn will issue a Flyball Judges Licence to that Judge and thereafter that Judge will be able to judge at Championship Show level.
- 8.1.11 In the event of a Judge not judging for a period of two (2) calendar years or more such a Judge may not judge a Championship Show but shall first pass a written exam on Schedule 05M and Schedules 03, the Temporary Exclusion Order (TEO) Manual and 09, Appendix B (as set by the JEC) and judge a Non-Championship Show.
- 8.1.12 All Judges shall, if permanently domiciled in the KUSA area of jurisdiction, be members in good standing of the Kennel Union, both at the time of accepting the invitation and undertaking the appointment.

8.2 Before approving a foreign Judge to officiate at any event held under this Schedule the Kennel Union of Southern Africa shall be satisfied that such Judge is recognised and approved to judge such events in his country of permanent residence, as it is proposed that s/he should Judge within the KUSA area of jurisdiction. A copy of Schedule 05M must be provided to any visiting Judges prior to any judging taking place.

### **8.3 Training and Qualification of Flyball Officials.**

- 8.3.1 A person wishing to be a Flyball official must have a thorough knowledge of the Flyball Regulations, Schedule 5(M).
- 8.3.2 It is the judges' responsibility to ensure that each Flyball official at a show has a thorough knowledge of the Flyball Regulations, Schedule 5(M).

## **9. MANAGEMENT OF A FLYBALL COMPETITION**

### **9.1 Flyball Show Manager**

The management of Flyball competitions shall be entrusted to the Flyball Show Manager who shall be a Member in good standing of KUSA and appointed by the committee of the Club holding the Show and who shall not enter or work a dog or dogs at the Flyball competition at which he is officiating.

### **9.2 Disputes**

- 9.2.1 Any disputed matter requiring a decision on the ground shall be decided by the Show Manager and the Judge. However, the control of all matters connected with the dogs during competition shall rest with the Judge but the Show Manager, if required, may be called upon for assistance.

- 9.2.2 Video footage will not be permissible to justify or argue against the Judge's decision if a dispute is lodged.

## **9.3 Complaints**

Complaints lodged by Team Captains on behalf of the team will be dealt with in accordance with the KUSA Regulations. Refer to the appropriate Regulation in Schedule 3 for Championship Shows and Schedule 4 for Non-championship shows.

## **9.4 Other matters**

Any matter not provided in these Regulations or in the Kennel Union Constitution and Schedules shall be decided upon by the Judge and the Flyball Show Manager. In the case of an equality of votes, the judge shall have a casting as well as a deliberative vote and the decision made shall be final.

## **9.5 Flyball officials and their responsibilities**

### **9.5.1 The show holding Club shall provide:**

A Judge, who will start each race by whistle, and will have overall responsibility for the competition. The Judge will also position himself or herself between the two lanes approximately 3 to 5 metres back from the start/finish lines.

9.5.2 The local Flyball community shall provide the rest of the officials necessary to run a competition smoothly, which include:

9.5.2.1 A Scorekeeper, who will keep score, draw for running order and allocate running lanes.

9.5.2.2 Two Lane Stewards, one per lane who will monitor hurdle infringements and the passing of dogs at the Start/finish line. These stewards are to be positioned in-line with the start/finish line, facing inwards.

9.5.2.3. Two Box Stewards, one at each box, who will ensure that the Box Loaders do not infringe the regulations. These stewards are to be positioned in-line with the box, facing inwards.

9.5.2.4. Two Timekeepers, one per lane. Should there be electronic timers for each lane, a back-up Timekeeper is necessary per lane.

The Lane Stewards, Box Steward and Timekeepers may be one and the same persons and will be positioned to officiate over their respective lanes at the judges' discretion.

9.5.2.5 A steward will indicate, using the fault indication system-(see regulation 10.7.5), which dog must rerun. It is the handler's responsibility to note the stewards' signal and rerun their dog.

9.5.2.6 The steward must report to the judge any infringements by a team prior to being declared a winner, i.e. failure to rerun a dog once signalled.

9.5.3 The stewards are to remain in position until each heat is declared finished.

9.5.4 If necessary, during a race, a judge or steward must reposition themselves in such a manner as not to distract or interfere with competing dogs.

9.5.5 No judge, steward, timekeeper or marshal may interfere with or guide a dog in anyway during a competition, i.e. verbal

9.5.6 Dogs may go around any judge or steward without penalty and if at any time a ball bounces off a judge or steward, it shall be deemed in play.

## **9.6 Misbehaviour of dogs and Handlers at a Show:**

Serious uncontrollable behaviour of a dog at a Flyball competition may be penalised, at the discretion of the Flyball Judge, by excluding the dog from further competition at the Show and by ordering the exhibitor of the dog to forfeit any positions or points gained in the competition.

The Judge of a Flyball competition shall remove from competition any Handler who wilfully interferes with another competitor or his dog.

Physical disciplining of a dog or harsh handling will be severely condemned and will result in immediate elimination, independently of any complaint that could be lodged against the Handler. Any dog that the presiding Judge determines is not under control, to compete in a safe manner, will be excused from the event.

### **9.6.1 Interference**

Definition of interference:

- A dog crossing the imaginary centre line between the lanes and wilfully runs into the section of the opposing Team and/or hampers or blocks or runs in the path of an opposing Team's dog;
- The imaginary centre line will extend to the runback or ready area. A Team who is interfered with in the runback area should approach the Judge who will consult both Team Captains of the two (2) competing Teams and, based on the facts presented, the Judge's decision will either be a warning to the interfering Team if the offence is minor and/or disqualification of the Team who interferes blatantly or when any interference happens again.
- A stationary loose ball rolling past the imaginary centre line is not deemed interference as provision is made for the runner to pick up loose balls, unless the ball is wilfully rolled into the opposing Team's lane.
- Retrieving a loose ball may only be deemed interference if the dog that picks up the ball blatantly runs into the other Team's lane.

### **9.7 Handler of dog**

Either the owner or a deputy may handle the dog in any heat but it must be one or the other. Once the dogs have commenced running a heat, an owner must not interfere with his dog if he has deputised another person to handle it.

### **9.8 Conditions**

It is the responsibility of the Flyball Manager and of the Judge to ensure that all teams compete under the same conditions as far as this is practical.

### **9.9 Weather**

It shall be at the sole discretion of the Judge whether or not competition should be interrupted on account of inclement weather. Cancellation of a Flyball show or any part of a Flyball show shall be at the discretion of the judge after consultation with the Flyball Manager.

### **9.10 Starting times**

All competitors and dogs shall be present at the site of a show at least thirty (30) minutes before that time. The judge shall have the discretion to postpone the starting time for a reasonable period provided it does not prejudice other teams if competitors are delayed through competition elsewhere in the show falling behind schedule. Such postponement shall be made known to all competitors who are present. Any team member who is not present at the end of such postponement shall be regarded as having withdrawn from the competition and shall not be allowed to compete. The judge has discretion to commence a competition without all teams present, provided that a team has been called three (3) times and then, if not present, the team shall be marked absent.

### **9.11 Order of competition**

9.11.1 The order of competition shall be determined by a draw amongst the Team Captains entered for that event or the order of competition may be determined by a random draw of teams in advance. The Judge, or any person, whom he delegates, shall announce the teams on standby for the next race before the current race begins.

9.11.2 At no time will a team be allowed to change lanes.

### **9.12 Provision of equipment**

Each team is responsible for the provision of its own equipment, which shall be a Flyball box, a spare Flyball box and balls. The rest of the equipment will be supplied by the show holding club, Provincial Flyball Committee or Flyball community and must comply to these regulations, i.e. hurdles, Backstop board/barrier if required and fault indication system

## **9.13 Competition by officials at shows**

A Judge at a Show may not handle a dog in the same Discipline (Breed, Obedience, Working Trials, IGP, Dog Jumping, Agility, Carting, etc.) as that in which he is judging. This restriction does not apply in respect of another Show held on the same day but held under another license.

**9.13.2** A Flyball Judge at a Show may enter or handle a dog or dogs in any other Dogsport on the day(s) that he is officiating, provided the following criteria are strictly adhered to:

- The Dogsport he is judging must take preference at all times.
- At no time may the Dogsport he is judging be stopped or halted in any way so that he may compete in another Dogsport.
- The Dogsport he intends entering must have a commencement time before or after the Dogsport he is judging.

**9.13.3** A KUSA representative may not enter, exhibit or handle a dog registered in his name at any KUSA licensed event held at the same venue on the day that he is officiating, nor in the same discipline held under the same license on any day.

## **9.14 Catalogue number**

Each team or dog will be issued a catalogue number. It is not necessary to display the catalogue number during the competition.

## **9.15 Arena and Lane Layout**

**9.15.1** The competition arena must not be less than 10m x 35m.

**9.15.2** A minimum distance of 15.55m in length behind the start/finish line (entry / exit zone) must be available to allow adequate run through for dogs known as the run-back or ready area.

**9.15.3** There shall be a distance of 1.83m from the start/finish line to the first hurdle. There shall be a total of four (4) hurdles, which must be placed 3.05m apart, and there shall be 4.57m from the last hurdle to the box pedal. The backstop if required shall be no less than 2.15m behind the box and shall extend between the boxes to minimize interference.

**9.15.4** Racing lanes shall be 5m apart with a maximum deviation of 1m from centre to centre of each lane.

**9.15.5** The start/finish poles or Electronic Judging System (EJS) gates for each lane are to be a minimum distance of 1,20m and a maximum of 1,50m apart. The Start/Finish Line shall be clearly marked across the width of each racing lane and flanked by Start/Finish poles or EJS gates. The Start/Finish line and poles or EJS gates will always be a contrasting colour against the running surface.

### **9.15.6 Backstop**

A backstop board or barrier may be provided at the box-end of the Flyball lane so as to prevent missed balls from rolling too far. The barrier should extend between the running lanes to minimize interference. The barrier must not obstruct the judges or stewards view of the racing lanes. The barriers may be positioned from the box line to at least 2.15m behind the Flyball box. The barrier dimension should be as follows:

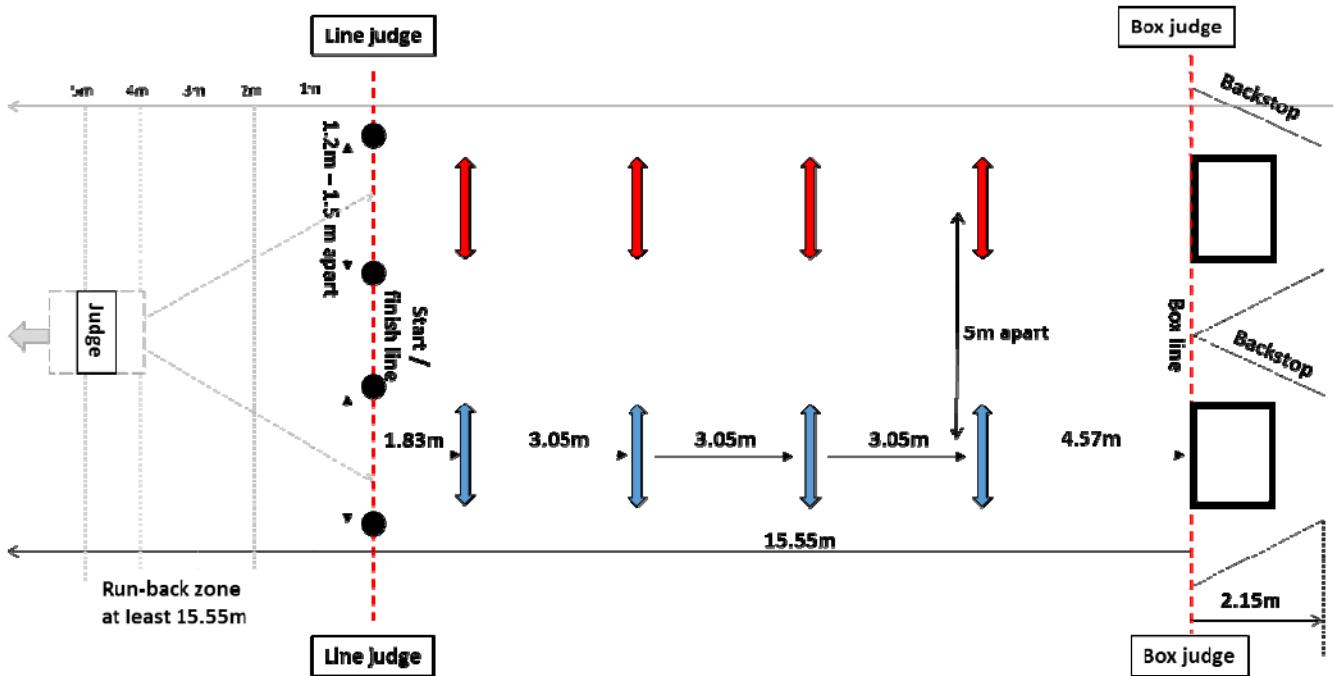
- Height: shall be a minimum of 60cm
- Width: Total length not exceeding 7.5m; in 3 sections of 2.5 m per section. The backstop boards may be in sections for ease of movement i.e. 3 x 2.5m or 6 x 1.25m
- Material: any light weight material that does not allow any type of ball to pass through, i.e. mesh or netting and as long as it will not injure a dog that may come into contact with it. Backstops should not comprise of jumping equipment and must not pose any danger to competing dogs.
- During a race there should be no articles or material on the ground in the area between the Flyball box and the backstop boards. Buckets, hammers etc. should be placed behind the barrier.

**9.15.7** The obstruction of gangways is prohibited.

9.15.8 Each competition arena must be enclosed/demarcated by ropes, tape or other suitable means.

9.15.9 When the competition is to be held outdoors the Flyball box must be adequately secured, in addition to the box loader standing on the box and without obstructing competing dogs, so as to prevent excessive displacement of the box during each race.

When competitions are held indoors, the floor shall have a suitable surface in order that races may be held without injury to handler and dog, i.e. a rubber matting/carpet of a minimum width of 1m. The matting must extend under the Flyball box as to prevent excessive displacement during a race. If necessary weights may be used, in addition to the box loader standing on the box, to prevent this occurrence without obstructing the competing dogs in any way. The rubber matting/carpet must extend the full length of the Flyball course. A diagram of a typical setup of a Flyball arena can be seen below:



## 10. JUDGING OF FLYBALL COMPETITIONS

### 10.1 Knowledge of the rules

All competitors should have a thorough knowledge of the rules.

### 10.2 Collars, Flyball harnesses and Leg wrapping

10.2.1 All dogs competing are to wear a flat buckle collar or Flyball harness of any material. Nothing will be attached to collars while competing, other than identification tags which may be up to 25mm in size. No hanging parts are allowed that are liable to flap around when the dog is racing. The dog may be safely restrained by placing an arm or hand around the dog's abdomen or chest but the dog may not be held by the scruff of the neck or other body parts, which will result in disqualification of the Handler and dog.

10.2.2 Protection wrapping on dog's legs may be used. Such wrapping should in no way impair the dogs' performance and should not have any loose or hanging parts to it.

10.2.3 Unacceptable collars for all dogs attending Flyball events will include:

- Electronic collars
- Dummy electronic collars
- Pinch, pressure or prong collars
- Choke chains or choke collars

10.2.4 All leashes and leash tabs, regardless of length, must be removed prior to the dog running the course, including warm-ups.

10.2.5 A snug fitting cooling vest or cooling harness will be allowed as long as it does not hamper or restrict the dog's movement in any way.

### 10.3 Void

### 10.4 Withdrawal from competition

The owner or handler entering a dog in a Flyball competition does so at his own risk and the dog must compete unless expelled by the Judge or excused by the Judge and Show Manager.

#### 10.4.1 Just cause

If a Team voluntarily forfeits a heat or a race and the Judge is satisfied that the team has just cause, the Team may return later during the competition, but all races from the point of withdrawal will be recorded as losses and no time will be recorded on the scoresheet until the Team returns where after their results will be recorded and count towards placings and points.

If a Team withdraws from more than two (2) consecutive races, the Team forfeits all races from the point of withdrawal even if they later return to the competition.

The opposing Team has the option to run the minimum required heats without the withdrawn Team present to record times. Should an opposing team elect not to run, they will by default win the heat or race but no time will be recorded on the scoresheet.

#### 10.4.2 Without just cause

A Team that elects to withdraw from a competition without just cause forfeits all points and times and will be excluded from further participation in the competition and may be subject to disciplinary action.

The opposing Team has the option to run the minimum required heats without the withdrawn Team present to record times. Should an opposing Team elect not to run, they will by default win the heat or race but no time will be recorded on the scoresheet.

### 10.5 Disciplining

From the time the judge takes control of the assembled teams in the arena prior to racing until he dismisses the teams after the results have been announced, no handler shall physically discipline his dog, inside or outside the arena. In the event of such physical disciplining occurring, or in the event of serious uncontrollable behaviour of a dog in the arena, the judge may exclude that dog from further competition and allow one of the reserves to take its place. Should the team not have a substitute dog, it shall not be allowed to continue to compete with the remaining three handlers.

### 10.6 Abnormal circumstances

If, in the Judge's opinion, any team's performance was prejudiced by peculiar and/or unusual circumstances not covered in these Regulations, the Judge may require the teams involved to repeat the heat.

### 10.7 Adhering to regulations

The Judge shall not require any dog, handler or team to do anything nor penalise a dog, handler or team for failing to do anything, which is not required by these Regulations.

### 10.8 Judge's orders

Judges or Steward's orders and/or announcements are required to be clearly spoken so as to be heard by everyone following the judging.

### 10.9 Events outside the Regulations

In the event of circumstances arising not covered by KUSA Rules and Regulations, the Judge will have discretionary powers to make a ruling subject to confirmation by KUSA. In such instances, the judge must submit a written report to KUSA setting out all details within fourteen (14) days of the close of the show.

## 10.10 Equipment

### 10.10.1 Hurdles

The hurdles shall be to the following specifications:

Cross board internal height: 30cm, 25cm and 20cm high as per Regulation 6.2

Cross board internal width: 77cm with a maximum deviation of 1cm either way.

Cross board end-to-end: Minimum 89cm; maximum 100cm.

Upright width: Minimum 35cm; maximum 45cm.

Upright height: Minimum 60cm and maximum 90cm.

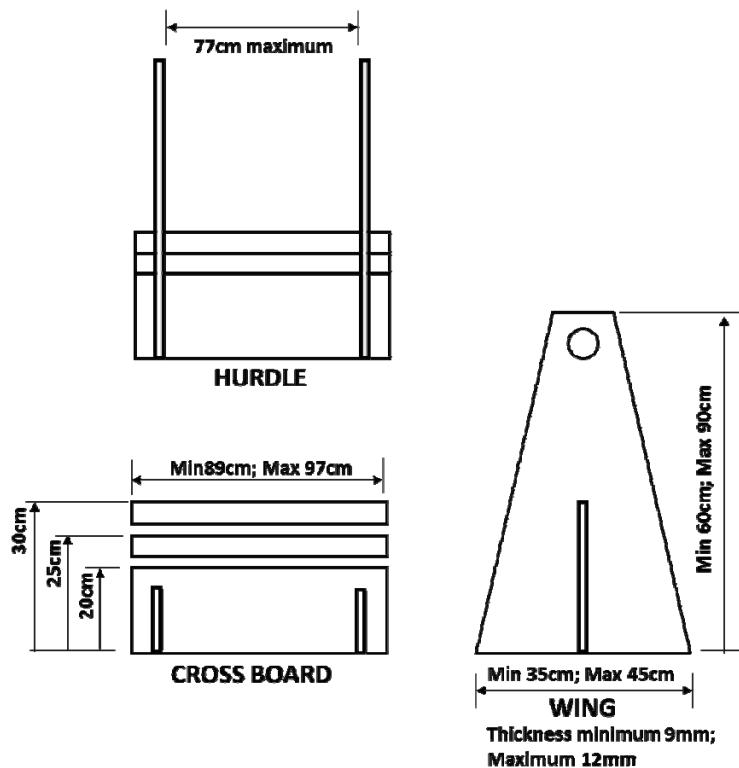
Hurdle material thickness: The hurdle thickness should ideally be 10mm. A deviation of 3mm would be allowed – therefore the minimum thickness should not be less than 9mm and not more than 12mm.

Material: Wood or a similar material to reduce injuries to the minimum.

Hurdles shall be white except for the uprights, which may be any colour or bear sponsors' advertisements on the outer face, however the edges must be white in colour for visibility purposes to competing dogs.

A hurdle may have a protective strip on the inner width to protect the dogs from injury whilst running as long as the total height of the hurdle remains within specification.

A diagram of a typical Flyball hurdle can be seen below:



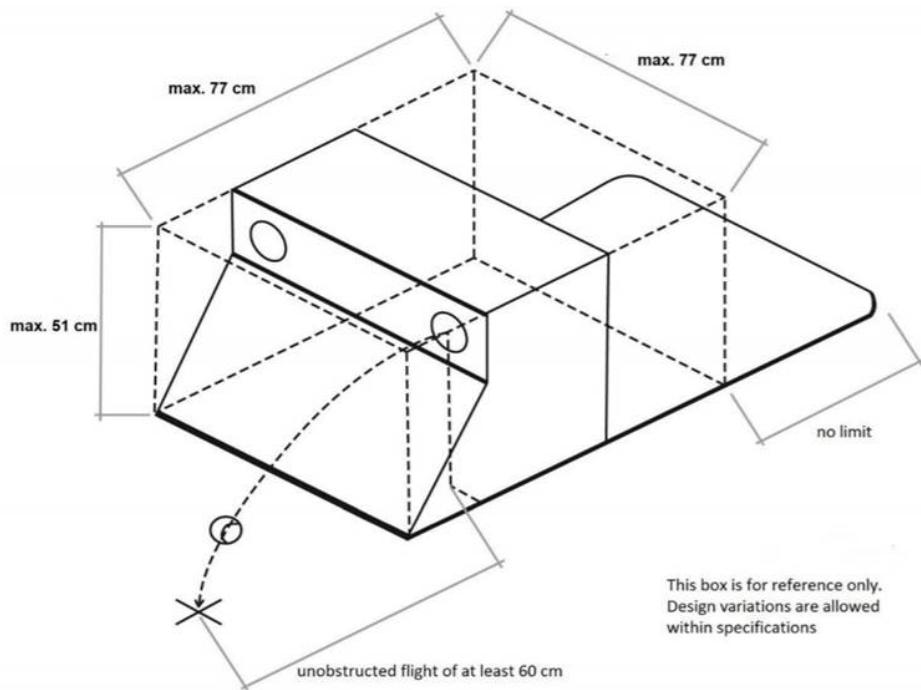
### 10.10.2 Flyball Box

Each team is to supply its own Flyball box and spare Flyball box that is to conform to the following specifications:

All boxes are to have a mechanical, not electrical, pedal release mechanism.

The boxes may be painted or decorated as the team wishes.

The ball, when released, must have a free, unobstructed flight of not less than 60cm from the point that the ball is released to the point the ball hits the ground, in the direction of the start/finish line or poles.



Boxes dimensions:

Width: shall not exceed 77 cm

Height: shall not exceed 51 cm

Depth: shall not exceed 77cm (excluding the platform the box loader uses to stand on. The platform has no limit, however, the total depth should ideally not exceed 120cm)

The dimensions include a release mechanism, but do not include any platform the box loader uses to hold the box in place.

Boxes should be constructed with the comfort and safety of the dog in mind. Sharp edges must be avoided and adequate padding and protection should be used. Any curved or flat front box may be used so long as the box is within the dimensions as above.

The addition of any object, that could be considered a potential training aid or prop, attached to the front elevation of the box, whether temporary or permanent, is not allowed. This does not include tape or a painted stripe/band on the front of the box if the surface is still flat following such application. Any attached object may only be used during warm-up and must be removed prior to the first race.

### 10.10.3 Balls

Each team shall supply its own un-punctured regulation balls, i.e. tennis balls, of any colour for standard sized dogs. In the case of toy or miniature breeds, squash, racket balls or approved balls may be used. Approved balls must bounce and roll.

## 11. THE COMPETITION

### 11.1 Entry to Competition

11.1.1 Non-championship Shows: The Team Captain or nominee will enter his/her Team (Maximum 6 dogs per Team) on the day of the Non-championship Show or by the closing date as stipulated by the Club if pre-entry is required.

11.1.2 Championship Shows: The Team Captain will enter his/her Team by the closing date as stipulated by the Club

## **11.2 Entry fees**

11.2.1 Entry fees will be per team as the show holding club deems necessary.

## **11.3 Catalogue**

The catalogue shall list the catalogue numbers and name of each dog and team entered. Each team or dog will be allocated a catalogue number which must be recorded on the Team Sheet when electronic systems are not used to generate Team Sheets.

## **11.4 Teams**

11.4.1 Each team shall have a name.

11.4.2 Each team shall have a captain whose responsibilities shall include:

11.4.3 Ensuring that entries are submitted correctly to the show holding club in terms of Regulation 11.1 and 11.2.

11.4.4 Ensuring that all the members of the team are aware of starting times and are present at the arena in terms of Regulation 9.10.

11.4.5 Ensuring that the necessary equipment (balls and Flyball boxes) are at the show.

11.4.6 Ensuring that the teams' box loaders know their responsibilities and Regulations.

11.4.7 The dogs competing in a team shall be declared before the commencement of the first race and the 4 dogs running per heat shall be declared before each heat starts.

## **11.5 Dress**

Where a team has a uniform this may bear the name of the team and/or the name of a sponsor.

## **12. THE RULES OF RUNNING**

### **12.1 Warm-ups / Practice**

12.1.1 Each dog on the team, shall be allowed two practice runs prior to a competition or the judge may prefer to designate a reasonable time period (generally 3 minutes is considered a reasonable time) for warm-ups/practice prior to each competition in order to acquaint dogs with the additional equipment, i.e. hurdles.

12.1.2 No practice or training may take place in such a way as to interfere with or distract competing dogs or their handlers.

12.1.3 Only dogs declared in a team are allowed to warm up.

### **12.2 Handlers' commands**

Handlers may use the dog's call name, any verbal commands or visual signals without penalty. The use of any kind of whistle, whistling or baiting (treats / food) inside the Flyball ring/arena is prohibited. The use of tug toys in the run-back/ready area are allowed on the following conditions:

- That it does not interfere with other teams
- No throwing of tugs are allowed
- No squeaky toys are allowed

### **12.3 The start**

12.3.1 The first dogs in each team will be released on the judge's whistle. Subsequent dogs will only be allowed to pass the start/finish line once the preceding dog has passed the start/finish line with any part of its body. The dog must return with the ball in its mouth, see regulation 12.4.1.

12.3.2 In instances where the Electronic Judging System is used, the start will be visual, acoustic or a combination of both.

Where a light tree is used to count down the start:

A sequence of at least 3 amber / yellow lights or 1 red and 2 amber / yellow lights will flash at one second intervals. The time will start once the green light lights up. The first dog may not cross the start line with any part of its body before the timing of the race begins. The aim is for a team to release their start dog so that this dog crosses the start line as close as possible after the green light lights up.

A false start is indicated when the start dog crosses the start line before the green light lights up (also referred to as an early start).

When a team has a false start, the first dog of the team has to re-run at the end.

Practice start: Only during their first two races of a tournament and upon entering the arena, may teams request a practice start from the judge before the warm-up period is over. The practice start will take place immediately after the warm-up period and prior to the first heat of the race. Only one dog per team may run a practice start and props are not permitted during practice starts.

## 12.4 Racing

12.4.1 Each dog must jump the four (4) hurdles in succession, trigger the box and return over the hurdles with the ball in its mouth.

12.4.2 Only when a dog in a team has passed the start/finish line with any part of its body, whether in the air or on the ground, shall the next dog in that team pass the start/finish line.

12.4.3 Timekeepers are to start the timers when the first dog of the team passes the start/finish line and finish when any part of the fourth dog or the last dog to rerun, crosses the start/finish line. If an electronic time keeping device is used, it must be used for both Flyball lanes. If one lane's electronic equipment malfunctions, both lanes must resort to manual timing with a stopwatch. Although this is not ideal, one lane may not be prejudiced in favour of the other.

12.4.4 A heat is completed when both teams have had their fourth (4th) or last dog to rerun, cross the finish line or when the Judge ends the heat by means of a whistle.

12.4.5 Dogs may start from a stationary (handler releases the dog from a stationary position and does not run towards the start/finish line with the dog) or running start (handler may run with the dog up to the start/finish line, but may not cross the start/finish line). A dog must be released prior to going through the start / finish line.

12.4.6 At no time may a handler infringe the start / finish line.

12.4.7 Dogs may change running positions at any time prior to the start of a heat without being penalised.

## 12.5 Fault Indication System.

### 12.5.1 Red flag system:

The Lane Steward or the Judge will indicate which dogs must re-run using the red flag system. A red flag is held up by the Lane Steward to indicate a re-run verbally to the Judge and handler at fault.

### 12.5.2 Electronic Judging System:

- There must be an independent light for each lane to indicate pass faults and false starts.
- There must be a sequence of at least three (3) lights for the starting sequence – either Red, amber, amber and a green light or 3 amber lights and a green light.
- There should be an independent light for each dog indicating dog faults during each heat.

## 13. SCHEDULE OF RACING FOR FLYBALL

The Judge must announce the number of heats per race to the competing Teams prior to the commencement of the competition based on the number of Teams competing. The Judge may not change the round robin format (number of heats per race) once the competition has commenced.

### 13.1 Round Robin competition

Each team (within its own division, if applicable) runs against each of the other teams.

13.1.1 Three (3) Heat Race: Each team will run 3 heats against one another.

13.1.2 Five (5) Heat Race: Each team will run 5 heats against one another.

13.1.3 Best of three (3) Heat Race: The race is completed when a team has won 2 heats.

13.1.4 Best of five (5) Heat Race: The race is completed when a team has won 3 heats.

#### Round robin race order:

##### 3 TEAM ROUND ROBIN

RACE 1        3 vs 1  
RACE 2        2 vs 3  
RACE 3        1 vs 2  
Allow 30 minutes for races

##### 4 TEAM ROUND ROBIN

RACE 1        4 vs 1  
RACE 2        2 vs 3  
RACE 3        1 vs 3  
RACE 4        4 vs 2  
RACE 5        3 vs 4  
RACE 6        1 vs 2  
Allow 1 hour for races

##### 5 TEAM ROUND ROBIN

RACE 1        5 vs 2  
RACE 2        4 vs 1  
RACE 3        3 vs 5  
RACE 4        2 vs 4  
RACE 5        1 vs 3  
RACE 6        4 vs 5  
RACE 7        2 vs 3  
RACE 8        5 vs 1  
RACE 9        3 vs 4  
RACE 10       1 vs 2  
Allow 1 hour 20 minutes for races

##### 6 TEAM ROUND ROBIN

RACE 1        2 vs 3  
RACE 2        6 vs 1  
RACE 3        4 vs 5  
RACE 4        3 vs 6  
RACE 5        4 vs 2  
RACE 6        5 vs 1  
RACE 7        2 vs 6  
RACE 8        1 vs 4  
RACE 9        5 vs 3  
RACE 10       6 vs 4  
RACE 11       2 vs 5  
RACE 12       3 vs 1  
RACE 13       5 vs 6  
RACE 14       4 vs 3  
RACE 15       1 vs 2  
Allow 2 hours 10 minutes for races

### 13.2 Divisions

If there are eight (8) or more Teams entered at any Flyball competition, (Championship or Non-championship Shows) the event will be run in two (2) Divisions.

Format:

Speed Trial

- All Teams will run two (2) heats; (a draw amongst Teams or a pre-draw by the Judge will decide the running order) – there is no win or lose but only the fastest time is recorded. (If a National record is run in a heat of a Speed Trial, it may be recorded and approved in terms of Schedule 05M 17.1);
- If a Team does not record a time in either of the two (2) heats, that Team will run another heat (or heats up to a maximum of five (5)) until a time is recorded. If there is still no time recorded after five (5) heats, the Team will run in the lower division;
- Teams may not deliberately run slower or not attempt to at least record a time, just to run in a lower division.
- Teams may select any four (4) dogs to run in the Speed Trial and may swap dogs after the first or subsequent heats;

- The fastest/top Teams (equal split + 1 if there is an unequal number of Teams) run in Division 1 and the slower / bottom half (equal split minus 1 if there is an unequal number of Teams) run in Division 2 based on a normal round robin format for each Division.

#### 8 TEAMS:

#### 9 TEAMS:

##### Division 1

Team A  
Team B  
Team C  
Team D  
Team E

##### Division 1

Team A  
Team B  
Team C  
Team D  
Team E

##### Division 2

Team E  
Team F  
Team G  
Team H

##### Division 2

Team F  
Team G  
Team H  
Team I

The winners are declared per Division - there is no run-off between the winning Teams in Division 1 and 2. They win their respective Division and are awarded prizes accordingly.

### 14. SCORE SHEETS AND TEAM SHEETS

#### 14.1 Team sheet

The team sheet will reflect the following: Team's name, team captain's name, dogs and owners' names, draw number, catalogue number, best time recorded, placing and points.

#### 14.2 Score sheet

The times of each heat are to be entered by the scorer/judge on the score sheet and announced to competitors and spectators. In the event of a dead-heat, equal times to be recorded.

The team that wins the race is granted one (1) point and the losing team zero (0) points. In the case of teams having equal scores after a race, a deciding heat (or heats) will be run to determine a winner of the race.

#### 14.3 Equal scores on completion of the Flyball event

The winner of the event is the Team with the highest score. In the case of Teams having equal scores after the completion of the competition, the Judge has the final decision to determine a winner or placings, based on one of the following options:

- A deciding heat or heats will be run; or.
- The Team with the fastest time wins. If the fastest times are the same, the next fastest time will apply..

### 15. RECORD BOOKLET

After each competition the Judge will endorse each dog's record booklet, excluding dogs that have not run, with the appropriate points in accordance with Regulation 7.

### 16. PENALTIES

Dogs that are faulted for any reason must re-run in the order that they were faulted after the fourth dog has run.

16.1	a) In the event of using manual or electronic timers: If a dog's or handler's feet cross the Start / Finish line before the start is signalled.  b) In the event of using the EJS light tree to signal the start: If a dog or handler's feet cross the Start / Finish line before the start is signalled, the dog must re-run.	Dog reruns  Dog reruns
16.2	If a dog crosses the start/finish line before any part of the previous dog's body crosses the line or if a handler crosses the line at any time	Dog reruns
16.3	Each dog must attempt every hurdle. If a dog misses a hurdle.	Dog reruns
16.4	Dog does not trigger the box	Dog reruns
16.5	Dog does not return with the ball.	Dog reruns
16.6	The ball bounces out of play and the dog retrieves it unaided, and returns over the hurdles	No penalty
16.7	The ball bounces out of play, but a spectator, handler or box loader aids the dog by picking up or kicking the ball towards the dog for it to pick up the ball and return over the hurdles.	Dog reruns
16.8	The box loader assists the dog except in terms of Regulation 4.7	Dog reruns
16.9	The handler or any member of the team is faulted for assisting a dog.	Dog reruns
16.10	Box malfunctions during heat  The box loader to indicate that the box has malfunctioned by standing in front of the box with both hands raised. The judge will check the box. If the judge finds a technical failure, the heat will be run again after the Flyball box is substituted with a spare box.	Heat stopped.  Spare box substituted.  Heat rerun.
16.11	Spare box malfunctions.  The box loader to indicate that the box has malfunctioned by standing in front of the box with both hands raised. The judge will check the box. If the judge finds a technical failure, the race will be forfeited.	Team forfeits race
16.12	Dog relieves itself in the arena.	Team forfeits race.
16.13	Baiting or offering food or other inducement whilst in the arena.	Team forfeits race
16.14	Interference in racing lanes and in the run-back / "ready" area  a) A handler interferes with a dog or handler from the opposing team  b) A dog runs across the imaginary centre line into the opposing team's lane and hampers, blocks or runs in the path or lane of an opposing dog's team  c) A dog crosses the imaginary centre line in the "ready" or run-back area	The interfering handler's team forfeits the race.  The interfering dog's team forfeits the race  Judges discretion prevails depending on the severity of interference:

		<ul style="list-style-type: none"> <li>- Judge will issue a warning to the interfering team if it is a minor infringement; a second infringement will lead to the interfering dog's team to forfeit the race.</li> <li>- The interfering dog's team forfeits the race if there is blatant interference e.g. a dog from the opposing team runs into the path of a returning handler and/or dog;</li> </ul>
d)	A dog attacks a dog from the opposing team	The dog is expelled from further competition and the team forfeits the race
e)	A loose ball rolls across the imaginary centre line and/or into the lane of the opposing team but the dog running in the team who has lost the ball does not retrieve it	Dog re-runs
f)	A dog retrieves a loose ball that has rolled across the imaginary centre line and/or into the opposing team's lane	The heat is stopped and is re-run
16.15	Distractions: Any member of a team bouncing or tossing balls, using a Flyball box or other means to distract the opposing team or dogs, whilst in the arena	The team of the distracting handler shall forfeit the race.
16.16	Ball bounces back into cup	Box loader reloads. (A signal is permitted by box loader to push pedal).
16.17	Should any hurdle be knocked down, the heat shall be stopped for safety reasons and the hurdle returned to the upright position. The heat will be re-run.	No penalty.
16.18	The heat shall be stopped for broken boards/hurdle to prevent injury to the running dogs. The heat will be re-run.	No penalty.
16.19	Dog does not cross the start / finish line on either the outrun or return from the box.	Dog reruns
16.20	In the event that a team is found to have run a heat on the incorrect jump heights the following must be instituted by the presiding judge:	

	<ul style="list-style-type: none"> <li>• Team runs on lower height:</li> <li>• Team runs on higher heights:</li> </ul>	The team forfeits the heat The team must re-run for time/s and placing.
16.21	A dog drops the ball but stops or turns around to retrieve the dropped ball during the return run (even if this means jumping more than 4 hurdles on the return run)	No penalty
16.22	When the Electronic Judges System ("EJS") is used and a team has a false start, the first dog of the team has to re-run at the end.	Dog reruns

## 17. Records

### 17.1 South African record

The South African record is the fastest time run by a team at either a non-championship or championship competition. In order for a record to be approved, all rules of this regulation (5M Regulation for Flyball) should have been adhered to and the competition must have been judged by a qualified judge recognised by the Kennel Union of Southern Africa. Upon setting a new record, the competition should be stopped and the judge has to check whether all requirements have been met e.g. ball distance from the box, hurdle heights, hurdle distances etc.

Times must be electronic to ensure accuracy and for any official record to be recognised. An unofficial record will be recorded if hand time (stopwatch) is used.

The record will be recorded by the National Flyball sub-committee.

### 17. 2 FCI World Record

The procedures to record and recognise an FCI world record is contained in the FCI regulations for Flyball Competition.

17.2.1 The FCI world record is the fastest time run by a team that was officially recognised by the NCO concerned during an official tournament recognised by an NCO (National Canine Organisation).

17.2.2 In order for a record to be approved, all rules of the FCI Flyball should have been adhered to and the competition should have been judged by the judge officially recognised by a NCO.

17.2.3 After the setting of a new record, the competition should be stopped immediately and the judge has to check whether all requirements according to the FCI world record form have been met. The "World Record" form (annex 5 in the FCI Regulations for Flyball Competition) has to be sent to the NCO for the attention of the president of the FCI Flyball commission.

The record will be recognized after acceptance by the FCI Flyball commission.

If the checks have not been executed correctly, the record shall not be approved.

## Schedule 05M - Annexure 1 Score sheets and team sheet templates

SHOW: \_\_\_\_\_ JUDGE: \_\_\_\_\_ DATE: \_\_\_\_\_

DRAW	TEAM NAME	TIME	PLACED	POINTS
1				
2				

### DECLARED TEAMS

Draw 1:		
Dog's name	Hurdle Height	Dog ✓ runs X
1		
2		
3		
4		
5		
6		

Draw 2:		
Dog's name	Hurdle Height	Dog ✓ runs X
1		
2		
3		
4		
5		
6		

4 TEAM						WINNING TIME	POINTS ALLOCATED TO DRAW #	
RACE	DRAW	TIME	vs	DRAW	TIME		1	2
1	2		vs	1				


1
2
  

TOTAL	
-------	--

## SHOW:

**JUDGE:**

**DATE:**

DRAW	TEAM NAME	TIME	PLACED	POINTS
1				
2				
3				

## DECLARED TEAMS

Draw 1:			Draw 2:			Draw 3:		
Dog's name	Hurdle Height	Dog ✓ runs X	Dog's name	Hurdle Height	Dog ✓ runs X	Dog's name	Hurdle Height	Dog ✓ runs X
1			1			1		
2			2			2		
3			3			3		
4			4			4		
5			5			5		
6			6			6		

3 TEAM						
RACE	DRAW	TIME	vs	DRAW	TIME	
1	3		vs	1		
2	2		vs	3		
3	1		vs	2		

WINNING TIME	POINTS ALLOCATED TO DRAW #		
	1	2	3
		—	
	—		
			—
	1	2	3
<b>TOTAL</b>			

## SHOW:

**JUDGE:**

**DATE:**

DRAW	TEAM NAME	TIME	PLACED	POINTS
1				
2				
3				
4				

## DECLARED TEAMS

### Draw 1:

Dog's name	Hurdle Height	Dog runs X
1		
2		
3		
4		
5		
6		

### Draw 2:

Dog's name	Hurdle Height	Dog runs X
1		
2		
3		
4		
5		
6		

### Draw 3:

Dog's name	Hurdle Height	Dog runs X
1		
2		
3		
4		
5		
6		

### Draw 4:

Dog's name	Hurdle Height	Dog runs X
1		
2		
3		
4		
5		
6		

4 TEAM						
RACE	DRAW	TIME	vs	DRAW	TIME	
1	4		vs	1		
2	2		vs	3		
3	1		vs	3		
4	4		vs	2		
5	3		vs	4		

WINNING TIME	POINTS ALLOCATED TO DRAW #			
	1	2	3	4
		—	—	
	—			—
		—		—
	—		—	
	—	—		

6	1		vs	2	

1	2	3	4	
<b>TOTAL</b>				

SHOW: \_\_\_\_\_

JUDGE: \_\_\_\_\_

DATE: \_\_\_\_\_

DRAW	TEAM NAME	TIME	PLACED	POINTS
1				
2				
3				
4				
5				

**DECLARED TEAMS**

Draw 1:		
Dog's name	Hurdle Height	Dog ✓ runs X
1		
2		
3		
4		
5		
6		

Draw 2:		
Dog's name	Hurdle Height	Dog ✓ runs X
1		
2		
3		
4		
5		
6		

Draw 3:		
Dog's name	Hurdle Height	Dog ✓ runs X
1		
2		
3		
4		
5		
6		

Draw 4:		
Dog's name	Hurdle Height	Dog ✓ runs X
1		
2		
3		
4		
5		
6		

Draw 5:		
Dog's name	Hurdle Height	Dog ✓ runs X
1		
2		
3		
4		
5		
6		

5 TEAM					
RACE	DRAW	TIME	VS	DRAW	TIME
1	5		vs	2	

WINNING TIME	POINTS ALLOCATED TO DRAW #				
	1	2	3	4	5
	—		—	—	

2	4		vs	1	
3	3		vs	5	
4	2		vs	4	
5	1		vs	3	
6	4		vs	5	
7	2		vs	3	
8	5		vs	1	
9	3		vs	4	
10	1		vs	2	

	+	-	-	+	-
	-	-	+	-	+
	-	+	-	+	-
	+	-	+	-	-
	-	-	-	+	+
	-	+	+	-	-
	+	-	-	-	+
	-	-	+	+	-
	+	+	-	-	-

**TOTAL**

A horizontal scale from 1 to 5 with five colored boxes. The boxes are colored green, orange, light blue, pink, and yellow respectively.

SHOW: \_\_\_\_\_

JUDGE: \_\_\_\_\_

DATE: \_\_\_\_\_

DRAW	TEAM NAME	TIME	PLACED	POINTS
1				
2				
3				
4				
5				
6				

**DECLARED TEAMS****Draw 1:**

Dog's name	Hurdle Height	Dog ✓ runs X
1		
2		
3		
4		
5		
6		

**Draw 2:**

Dog's name	Hurdle Height	Dog ✓ runs X
1		
2		
3		
4		
5		
6		

**Draw 3:**

Dog's name	Hurdle Height	Dog ✓ runs X
1		
2		
3		
4		
5		
6		

**Draw 4:**

Dog's name	Hurdle Height	Dog ✓ runs X
1		
2		
3		
4		
5		
6		

**Draw 5:**

Dog's name	Hurdle Height	Dog ✓ runs X
1		
2		
3		
4		
5		
6		

**Draw 6:**

Dog's name	Hurdle Height	Dog ✓ runs X
1		
2		
3		
4		
5		
6		

6 TEAM					
RACE	DRAW	TIME	vs	DRAW	TIME
1	2		vs	3	
2	6		vs	1	
3	4		vs	5	
4	3		vs	6	
5	4		vs	2	
6	5		vs	1	
7	2		vs	6	
8	1		vs	4	
9	5		vs	3	
10	6		vs	4	
11	2		vs	5	
12	3		vs	1	
13	5		vs	6	
14	4		vs	3	
15	1		vs	2	

WINNING TIME	POINTS ALLOCATED TO DRAW #					
	1	2	3	4	5	6
	-			-	-	-
		-	-	-	-	
	-	-	-			-
	-	-		-	-	
	-		-		-	-
		-	-	-		-
	-		-	-	-	
		-	-			-
	-		-		-	-
		-	-		-	-
	-		-	-		-
		-				-
	-		-	-		-
		-	-		-	-
	-		-	-		-
		-				-
	-		-	-		-
		-	-		-	-
	-		-	-		-
		-				-

**TOTAL**

A horizontal bar divided into six equal segments, labeled 1 through 6 from left to right. Each segment is a different color: 1 is light green, 2 is light yellow, 3 is light blue, 4 is light pink, 5 is light yellow, and 6 is light orange.

SHOW: \_\_\_\_\_

JUDGE: \_\_\_\_\_

DATE: \_\_\_\_\_

DRAW	TEAM NAME	TIME	PLACED	POINTS
1				
2				
3				
4				
5				
6				
7				

**DECLARED TEAMS**

Draw 1:		
Dog's name	Hurdle Height	Dog ✓ runs X
1		
2		
3		
4		
5		
6		

Draw 2:		
Dog's name	Hurdle Height	Dog ✓ runs X
1		
2		
3		
4		
5		
6		

Draw 3:		
Dog's name	Hurdle Height	Dog ✓ runs X
1		
2		
3		
4		
5		
6		

Draw 4:		
Dog's name	Hurdle Height	Dog ✓ runs X
1		
2		
3		
4		
5		
6		

Draw 5:		
Dog's name	Hurdle Height	Dog ✓ runs X
1		
2		
3		
4		
5		
6		

Draw 6:		
Dog's name	Hurdle Height	Dog ✓ runs X
1		
2		
3		
4		
5		
6		

Draw 7:		
Dog's name	Hurdle Height	Dog ✓ runs X
1		
2		
3		
4		

5		
6		

7 TEAM					
RACE	DRAW	TIME	vs	DRAW	TIME
1	1		vs	4	
2	2		vs	5	
3	3		vs	6	
4	4		vs	7	
5	5		vs	1	
6	6		vs	2	
7	7		vs	3	
8	1		vs	3	
9	5		vs	7	
10	2		vs	4	
11	6		vs	1	
12	3		vs	5	
13	7		vs	2	
14	4		vs	6	
15	7		vs	1	
16	2		vs	3	
17	4		vs	5	
18	6		vs	7	
19	3		vs	4	

20	5		vs	6
21	1		vs	2

	-	-	-	-			-
			-	-	-	-	-
	1	2	3	4	5	6	7
<b>TOTAL</b>							

Example of a completed score sheet and points

Race	Draw	Time	vs	Draw	Time
1	4 Team D	19.54	vs	1 Team A	20.53
		19.78			20.84
2	2 Team B	21.56	vs	3 Team C	24.78
		27.51			23.11
		20.89			23.67
3	1 Team A	19.98	vs	3 Team C	23.95
		20.75			23.88
4	4 Team D	19.32	vs	2 Team B	22.01
		19.45			22.44
5	3 Team C	23.91	vs	4 Team D	18.99
		23.12			26.73
		23.37			19.34
6	1 Team A	19.90	vs	2 Team B	21.11
		20.00			20.99

Winning time	Points allocated to Draw#			
	1	2	3	4
19.54	0	-	-	1
20.89	-	1	0	-
19.98	1	-	0	-
19.32	-	0	-	1
18.99	-	-	0	1
<b>TOTAL</b>	<b>2</b>	<b>1</b>	<b>0</b>	<b>3</b>

For winning a race, a team scores "1" point and for a loss "0" points.

Therefore after completion of the above event:-

Team A = 2 points

Team B = 1 point

Team C = 0 points

Team D = 3 points

Team D is declared the winner.

The fastest time would be 18.99 sec. from Race 5, giving each dog in Team "D" 31 points according to the point system. (30 points for running a time between 18.01 up to 20.00 sec. and 1 bonus point for consistency as they have run 2 heats or more clear)

FLYBALL – SINGLES RACES

Show: \_\_\_\_\_

Date: \_\_\_\_\_

DRAW	DOG	HANDLER	TIME	BEST TIME	PLACE
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					

FLYBALL – PAIRS RACES

Show: \_\_\_\_\_

Date: \_\_\_\_\_

DRAW	DOG	HANDLER	TIME	BEST TIME	PLACE
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					

**TEAM SHEET - FLYBALL**

<b>Club/Event:</b>				<b>Type of show</b>
<b>Date:</b>				open / championship (delete whichever is not applicable)
<b>Judge:</b>				

<b>Team Draw:</b>		<b>Team Name:</b>			
<b>Team Captain:</b>				<b>Best time:</b>	
<b>Team Members:</b>	<b>CAT#:</b>	<b>Dog's registered name:</b>	<b>KUSA reg #</b>	<b>Owner's Name:</b>	<b>Points:</b>
Dog 1					
Dog 2					
Dog 3					
Dog 4					
Dog 5					
Dog 6					

<b>Team Draw:</b>		<b>Team Name:</b>			
<b>Team Captain:</b>				<b>Best time:</b>	
<b>Team Members:</b>	<b>CAT#:</b>	<b>Dog's registered name:</b>	<b>KUSA reg #</b>	<b>Owner's Name:</b>	<b>Points:</b>
Dog 1					
Dog 2					
Dog 3					
Dog 4					
Dog 5					
Dog 6					

<b>Team Draw:</b>		<b>Team Name:</b>			
<b>Team Captain:</b>				<b>Best time:</b>	
<b>Team Members:</b>	<b>CAT#:</b>	<b>Dog's registered name:</b>	<b>KUSA reg #</b>	<b>Owner's Name:</b>	<b>Points:</b>
Dog 1					
Dog 2					
Dog 3					
Dog 4					
Dog 5					
Dog 6					

<b>Team Draw:</b>		<b>Team Name:</b>			
<b>Team Captain:</b>				<b>Best time:</b>	
<b>Team Members:</b>	<b>CAT#:</b>	<b>Dog's registered name:</b>	<b>KUSA reg #</b>	<b>Owner's Name:</b>	<b>Points:</b>
Dog 1					
Dog 2					
Dog 3					
Dog 4					
Dog 5					
Dog 6					

**Judge's signature:** \_\_\_\_\_ **Date:** \_\_\_\_\_

## Annexure 2 Electronic Judging System (EJS)

The Electronic Judging System (EJS) is used for calculating the time of the Flyball races and to properly evaluate the passes and starts. The system consists of at least of a semaphore with a starting sequence and two gates with sensors. A display shall be provided at the timing table showing the elapsed time for each lane.

The EJS sensor panels should be placed in such a way that the entering sensors are placed directly on the start/finish line with the exiting sensors placed closer to the box line. Sensor gates should be placed a minimum of 120 cm apart but not more than 150 cm apart.

The light tree (if used) shall be placed directly between the racing lanes, shall not create any obstruction and should be clearly visible for all judges and competitors, including the box loader.

### Operation:

- The system must be in "ready" mode before the start of a heat;
- The judge will indicate when to start the system for a heat by pointing to the lane steward / timing table or designated person to activate the EJS;
- The system shall refuse to start the heat if the sensors are misaligned.
- The lane steward or designated person shall press the START button
- The system activates the sequence of red + yellow lights followed by the green light at 1.0 second intervals
- The green light shall signal the start of the timer.
- If a beam is broken before the start of the timer, a false start is indicated
- The beam column directly on the start/finish line shall be the line beam
- The beam column closest to the first hurdle shall be the passing beam.
- Once the timer has started, each time the line beam is broken ("safe" or not), an updated elapsed time shall be shown.
- Each time the passing beam is broken or cleared, the line beam shall be "safe" for 2 seconds.
- If the line beam is broken while not "safe", a pass fault shall be indicated for at least 2 seconds.
- The judge will indicate a heat completion to the teams as well as to the lane steward / timing table or designated person so that the EJS can be reset.
- Once a heat is completed, nothing will alter the displayed times (beam breaks are ignored).
- Once the judge and / or lane steward / timing table or designated person has recorded the times for each lane, the EJS is reset to indicate readiness for the next heat.
- The judge cannot start a new heat until the lane steward / timing table or designated person indicates that the system is ready.

### Technical requirements:

The system must meet the following minimal requirements:

#### Physical sensors:

- the lowest beam shall not be higher than 203 mm from ground
- the highest beam shall not be lower than 711 mm
- the maximum vertical beam spacing is 101 mm
- passing fault sensors shall be 152 mm from the start/finish line towards the first hurdle
- if two columns of beams are used, the beams must be at the same heights and able to span at least 150 cm

#### Physical light tree:

- The bottom light shall be at least 60 cm above the ground
- There must have an independent light for each lane used to indicate any pass faults and/or false start.

- There must be a sequence of at least three yellow (or red and two yellow) lights directly above a green for the starting sequence.
- There should be an independent light for each dog used to indicate dog faults during each heat.
- Some indication should be provided that the system is ready for the judge to start a heat.

**Accuracy/precision:**

- The timing system shall time the heat to a thousandth of a second.
- The timing system shall display the time down to at least a hundredth of a second (xxx.xx).
- Rounding shall be used, if converting from timing in thousandths to display in hundredths
- A tie shall be indicated, if the measured times in the two lanes are equal and measured in hundredth of a second
- The timing system must be accurate to within 3ms. (all system latencies combined)
- The timing system shall be accurate to within 3ms. over 60 seconds (50 ppm).
- The timing system shall provide the same timing for both lanes to within 2ms. over 60 seconds.
- Sensors electrical latency shall not exceed 2ms. and if scanned, scan latency shall not exceed 1ms.
- System shall sample the sensors such that a solid object moving horizontally through the sensors at 15.25 m/s would be seen to break each beam in a separate sample or 1 sample ms. whichever is faster (i.e. horizontal spacing 152 mm, 15.25 m/s means the object will cross the two columns in .01 seconds -- .001 is smaller -- must sample at 1/ms.).



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