

Think Pawsitive's General JFF League Rules

- K9 Frisbee Toss and Fetch Winter League will be run indoors on artificial turf.
- All owners MUST provide their own crate for their dog during ALL league sessions.
- The runs will be judged by local sideline judges. All rulings and determinations by these officials are deemed final. No arguing, crying, whining, or other indications of bad sportsmanship shall be allowed.
- This League consists of 5 sessions (dates are specified on the League Registration Form).
- A team consists of one (1) dog/handler pair. A maximum of 20 teams will be allowed to register per session.
- At each session, dog/handler pairs from each team will participate in two Frisbee Games.
- Maximum of two dogs per handler.
- Prizes will be awarded for the league's top 3 teams at the conclusion of the League's 5 sessions!
- Dates are subject to change. **NO REFUNDS** for missed or changed league sessions will be issued once the first league session has started

K9 Frisbee Toss & Fetch Rules

TOSS & FETCH TEAMS

- A "Team" is a Handler and a Dog.
- Handlers may compete with multiple dogs to form multiple Teams.
- Handlers can play for only 1 Club/Squad in any League Season.
- Only one dog per Handler can score League Points. When a Handler plays with more than one dog, the dog with the highest score at the end of the season will be eligible for League Points. All dogs (Teams) will still be ranked.

HANDLER DIVISION LEVELS

Before each League Season begins, Handlers will be assigned to a Division level based on their best dog's ability to score. Handlers are always encouraged to move up as they or their top dog improve. Handlers may also move down in Division level when appropriate. Handlers, Clubs and Captains are responsible for self-policing so as not to purposely achieve advantage. That being said:

- Handlers will register and compete in one of the four Divisions (based on their best dog's ability) for the length of each 5-Week League.
 - **Junior Handler:** Anyone 13-years or under before the League Season begins.
 - **Handler:** Any novice or beginning Handler. Handlers who, with their top dog, typically score less than 20 points in two rounds of play each week.
 - **Master Handler:** Handlers who, with their top dog, score less than 32 points in two rounds of play each week. Handlers who cannot/no longer complete catches past 40 yards.
 - **Expert Handler:** Any Handler who, with their top dog, is capable of scoring 32 points or more in two rounds of play.

K9 FRISBEE TOSS & FETCH RULES AND SCORING

The object of K9 Frisbee Toss & Fetch is to complete as many catches as possible, in bounds and within the Scoring Zones in the time allotted.

- Each Team plays two Toss & Fetch rounds per week.
 - **Regular 60-Second Season:** In a "regular" season, Teams play two (2) sixty-second (:60) rounds per week and all catches are scored.
 - **:90/5 Season:** In a :90/5 Season, Teams play two (2) ninety-second (:90) rounds per week but only the highest 5 catches per round are scored.
- Teams can select either end of the field from which to play each round. However, once a round begins, all throws must be made from the same end of the field.
- Teams may opt to take only one (1) practice throw with their dog before they begin each round. A Team can switch to a different end of the field after a practice throw, but they don't get another practice throw from the new end.
- **DISCS:**
 - Any recognized dog-safe disc is allowed, including floppies. Ring discs are not allowed. If in doubt, check with your Club Captain.
 - Lure discs are allowed, however only one disc, the same disc, may be in play in a given round. If you're playing with a lure disc, try and make sure it's a different color than the disc in play.
 - Before a round begins, handlers may hand the Line Judge a back-up disc in the event a disc in play becomes unplayable. Handlers must hand the unplayable disc to the Line Judge to switch discs.
- Both Handler & Dog must be completely behind the starting line before time begins.
- When a Team signals it is ready to begin, the Line Judge will announce, "Ready, Set, GO." Time begins on "GO" at which point the dog and disc can cross the starting line. During each Round, the Line Judge will indicate the time remaining by announcing "30 Seconds, 10 Seconds, 5, 4, 3, 2, 1, TIME."
- Handlers may cross the starting line after and between each throw, to retrieve a disc, encourage their dog, etc., but they must return to make all throws from behind the starting line.
- After time begins, dogs can be anywhere on the field and are no longer required to be behind the starting line.
- We follow "the Line is Your Friend" rules whereby Teams score Points for each successful catch based on where the dog's trailing paw lands for each catch.
 - A trailing paw on a Zone line earns the higher Zone.
 - At least one paw must land in bounds or on a sideline, otherwise a catch will be out-of-bounds and scored zero.
 - Points for each successful catch are awarded as follows:
 - Zone 1 (10 – 20 yards): 1 Point
 - Zone 2 (20 – 30 yards): 2 Points
 - Zone 3 (30 – 40 yards): 3 Points
 - Zone 4 (40 – 50 yards): 5 Points
 - Any catches where all paws are past the 50-yard line will be scored out-of-bounds.

Air Bonus: An additional ½ Point Air Bonus is awarded for each leaping, jumping catch, determined by all four paws off the ground at the time, and then landing in a scoring Zone.

- If a throw is released before the "T" in "time" is announced, a successful catch will be scored.

Close calls go to the Team.

Beginning with Fall 2020 Season, Teams that throw “rollers” (i.e, rolling the disc across the grass) will now be allowed, scored, ranked and be eligible to earn Club Points.

A Team that opts to play under the ROLLER designation must do so for an entire season and will not collect any handicap points.

Handlers who play with multiple dogs may designate one or all of their dogs as ROLLER Teams. Non-roller Teams will earn the appropriate handicap points for their Division.

All other Toss & Fetch rules apply for ROLLER Teams, except for the ability to earn ½-point “air” bonuses.

In judging rollers, please follow these guidelines:

- A roller is “live” and can be caught by the dog as long as the disc is rolling, in motion, when caught by the dog.
- The disc is considered “dead” when the disc stops moving.
- Regular Zone scoring applies, based on the dog's trailing paw when the roller is caught. At least one paw must be in-bounds to count, even if the disc has rolled out-of-bounds.
- Judges will make the determination as to when a roller is “live” or “dead”. A roller too close to be called will be ruled in favor of the dog. Judges decisions are final.”

Tiny Dog QUALIFICATION:

Any dog measuring 40 centimeters (15.75 inches) at the withers or LESS will qualify as a Tiny Dog (TD) in K9 Frisbee Toss & Fetch.

The “Withers” is the spot at the base of the neck where the shoulder blades meet on a dog.

To measure height, start at the top of the withers and run the tape down to the ground. The tape should be parallel to the front leg and perpendicular to the ground to get an accurate measurement.

To qualify, a Club Captain must measure a Tiny Dog each season and post the height, in centimeters, to their Club’s Roster in the Google Score Sheet.

Tiny Dog BONUS POINTS:

In addition to any regular weekly Division Handicap a Team is entitled, a Tiny Dog will receive one (1) TD Bonus Point for every catch scored in a round. Consequently, the scoring zones for Tiny Dogs will be:

0 to 10 yards: 0 points (1 point for Juniors)

10 to 20 yards: 2 points

20 to 30 yards: 3 points

30 to 40 yards: 4 points

40 to 50 yards: 6 points

“Air Catches” with all four paws off the ground, will earn an additional ½ point.