

# MASCUSA 2011 Nationals

## Disc Dog - Toss and Fetch Rules

### Toss & Fetch Rules and Guidelines

In the Toss & Fetch Round:

- Competitors are given 60 seconds in which to complete as many throws as possible with one disc.
- The handler and canine must be behind the line before time starts.
- When the handler indicates that he or she is ready, the line judge signals to the announcer that the competitor is ready.
- At this time, the announcer says "go" and simultaneously starts the clock.
- Handlers must be behind the line for all throws, but they may move around the field freely between throws.
- If the handler steps on or across the throwing line at the time of the release of the disc, the throw will not be scored.
- If, during a round, the competitor believes the disc has become unsafe for the dog to catch for any reason, it may be handed to the judge for replacement. The damaged disc must be handed to the line judge before a replacement is given, and time will not be suspended during a disc change.
- Countdown of time remaining will be given at 30 seconds, 10 seconds, 5,4,3,2,1, and time.
- Completions are scored as long as the disc leaves the thrower's hand on or before time is called.

### Toss & Fetch Scoring and Field Layout

The field is measured in yard increments from 0 to 50, and points are awarded for successful completions 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) 4 points
- A one-half point bonus is awarded for each completion in which the dog clearly has all four paws off the ground in a distinct jumping motion.
- Completions will be spotted where the trailing paw of the dog is located at the time of the catch.
- If the dog is in the air at the time of the catch, the completion will be spotted where the trailing paw of the dog is located when the dog lands. The trailing paw must be completely on or across the line to score in the higher score zone.
- The field is set up so that competitors have a choice to throw from either end of the field.
- The throwing direction cannot be changed once time has started.
- Cones will be laid out on the edge of the field at the scoring field lines.
- There is an out-of-bounds along the sides of the field.
- There is NO out-of-bounds at the end of the field.

### Toss & Fetch Placements & MV-MAS Scoring

- High in Trial will be awarded to the handler/dog team with the highest combined total score.
  - Round 1 total + Round 2 total = Grand Total
- High in Level will be awarded to the handler/dog team with the highest score from one round.
  - Best score from either round 1 or round 2 (individual round score)
- MV-MAS scores will use the highest of either round with a min of 6 points required per round.
  - See MV-MAS rules for additional details.