

# SUPERNOVA



# AGILITY LEAGUE

*Players Handbook*

“SUPERNOVA DOGS Agility League aims to provide a fun, positive, inclusive opportunity for Agility teams to showcase their skills, and to be acknowledged and celebrated for their achievements in the ring.”

Noelle Saladin  
League Director

# **SUPERNOVA Agility League**

2025-2026

**Welcome League Players!** We are excited to have you join us for our 2025-2026 season of Agility League. Please read through the player handbook and familiarize yourself with the rules and requirements for participation.

## **1. Agility League**

SUPERNOVA Agility League was born from the desire to showcase the talents of dogs that may not excel in a standard trial environment. While Nova was the inspiration, our mission is driven by all of the SUPERNOVA DOGS and their handlers that deserve to receive recognition of their abilities.

### **1.1. Mission**

Agility League is intended to provide agility teams with the opportunity to test their skills in the ring alongside other competitive teams. League is an inclusive venue, open to dogs that would not be comfortable with a standard trial environment to participate.

### **1.2. Community**

Players are encouraged to join the SUPERNOVA Agility League Facebook group by going to <https://www.facebook.com/groups/1283139486425443>. This group is used for updates and discussions about League development and events.

## **2. Membership Eligibility**

- Dogs must be over the age of 18 months in order to participate in standard games.
- Dogs and handlers are expected to have some Agility experience. At minimum, dogs must have completed Agility Foundations in order to participate.
- All breeds are eligible for entry.
- Proof of Rabies and DHPP vaccines is required. Additional vaccinations may be recommended by your vet but are not required for participation.
- Intact dogs may register for League and participate in events with the exception of dogs that are actively in heat.
- Tripod dogs may be registered and eligible to participate in specific events depending on the dog's ability and health. A veterinarian's approval is required for registration.

### **2.1. League Season**

The standard League season will run from October of a given calendar year through April of the following calendar year.

## **2.2. League Events**

League dates will be scheduled and announced to interested players before membership enrollment starts. League dates may be subject to change and notice will be given to players as soon as possible. League events will be open for registration on a first-come first-serve basis, space will be limited. Each standard League season will include six scheduled League events. Events will be held once a month, with no event scheduled in December.

- Dogs displaying any symptoms of illness: coughing, sneezing, vomiting, diarrhea, discharge from eyes or nose, etc. may not participate in League events until cleared by a veterinarian.
- Dogs displaying any signs of physical injury, limping/lameness, may not participate in League events until cleared by a veterinarian.

## **2.3. Player Conduct**

It is extremely important to us that great care and consideration are taken for the overall well-being and experience of the dogs participating. This same care and consideration extends to the experience of all participants at our League events.

### **2.3.1. Sportsman-like Behavior**

It is expected that League players will conduct themselves in a respectful, positive, and sportsmanlike manner while attending and participating in league events.

### **2.3.2. Unsportsmanlike Conduct**

Behavior that is not characteristic of or exhibiting good sportsmanship, may include, but is not limited to:

- Verbal and/or physical abuse towards other people or dogs
- Derogatory remarks or gestures
- Profanity
- Inciting or engaging in disruptive behaviors
- Showing disrespect to event staff, volunteers, or fellow players
- Blatant disregard for event and/or site rules
- Harsh treatment of dogs

## **2.4. Respect of Space**

As League is intended to be inclusive for dogs that may be uncomfortable in close quarters to other dogs or people, respect for space is an important requirement to participate in events. This includes not passing by in close proximity (less than 6') to other dogs by yourself or with your dog. When possible, make additional space. If your dog needs more space than is available to navigate, please advise event staff for possible special accommodations.

## **2.5. Dismissal/Disqualification/Elimination**

Violation of League player policies may result in immediate disqualification from an individual League event due to the severity of the violation, ie. aggressive/violent behavior. Further violations may result in elimination of player status from the League. The just causes for which a dismissal may be issued to a person on the event grounds include, but are not limited to:

- Abuse towards another person or dog
- Unsportsmanlike conduct, including but not limited to, disrespectful treatment of event staff, volunteers, or fellow players
- Acting in a manner that could endanger another person or dog, including not having control of their dog(s)
- Dog(s) acting in a manner that could endanger another person or dog

### **3. Registration**

Dogs and handlers that wish to participate in SUPERNOVA Agility League events must be registered prior to attending. At time of registration, each dog will be issued a League number, under which all points earned will be recorded.

#### **3.1. League Registration**

Each team (dog and handler(s)) must be pre-registered as a League team prior to registering for a League event. Registration information will be entered on your dog's official player card. League registration is a one-time registration required to issue your dog a League number. A League swag bag will be provided to each registered dog. *Refer to Section 4.1 for more information regarding registration fees.*

#### **3.2. Seasonal Registration**

Seasonal registration will be required yearly in order to maintain your League membership status and participate in scheduled League events. If you do not renew your membership seasonally in any given year, you will not be eligible to participate in League events for that season. If you were previously registered for League but your membership has lapsed, you may renew your membership at any time in order to continue participation. Registration for your first season is included in your initial membership. *Refer to Section 4.1 for more information regarding registration fees.*

#### **3.3. Event Registration**

League events will offer teams the opportunity to participate in 1-2 games per event. When registering for an event, teams will select the number of games they wish to participate in. Each offered game will be made available in double run format only (unless otherwise specified in specialty games).

League event registration must be submitted with payment at least two weeks prior to the event date. Event entries will be limited based on interest, number of games, levels, and available time. No day of changes or additions to entries will be allowed.

Refer to Section 4.2 for more information regarding event fees.

### 3.4. Handlers

Up to two handlers may be listed on the registration for an individual dog and may run that dog during a registered event.

### 3.5. Players Card

Following registration, each dog will receive an official players card, see example below:

Call Name	Nova
League Name/AKA	Interstellar Chaos
Breed	Pitbull
Handler	Noelle
Jump Height*	12"
Level**	Legend

#### 3.5.1. Call Name

Indicates the usual short name that the dog is called.

#### 3.5.2. League Name/AKA

This name is of your choosing which may be included on your dog's achievement certificates, maximum of 4 words.

#### 3.5.3. Breed

All breeds are eligible to participate. For mixed breed dogs, indicate the top 2 breeds or your best guess.

*\*Refer to Section 8 for more detailed information regarding jump heights*

*\*\*Refer to Section 9 for more detailed information regarding levels*

## 4. Fees

All fees are due at time of registration. Payments with a credit or debit card must be made to complete registration. Following completion of payment, registrants will receive a confirmation email. Please check your spam folder.

### 4.1. League/Season Registration Fees

All dogs must be registered with League with an initial registration fee of \$35 for their first season which includes their membership set up and a swag bag. If you are registering more than one dog, you may elect to pay a League membership rate of \$20 if you do not wish to receive a League swag bag for each additional dog registered. Subsequent seasons will require registration renewal with a fee of \$20 to maintain an active League membership. Students that register for League before the start of the Beta season will receive a \$10 discount on their first seasonal renewal following the Beta season.

League registration will be open for a specified period of time prior to the start of each season.

#### **4.2. Event Fees**

Event fees will be charged per game, per event. The fee for each game is \$16, which includes two runs and all applicable credit card fees. Event fees are due at time of registration. *Refer to Section 3.3 for Event Registration information.*

#### **4.3. Cancellations**

Registrations for League events are final. Cancellations due to emergency circumstances will result in a credit towards future event registrations at the discretion of the League director.

### **5. Event Site**

SUPERNOVA DOGS facility is located at 363 Delaware Street, Unit 400, Tonawanda NY 14150.

#### **5.1. Parking**

Parking for league events is available in the lot adjacent to the training facility along York Street. Please park only in designated parking spaces indicated by yellow lines. SUPERNOVA DOGS has a total of approximately 26 designated parking spaces on both sides of the parking lot. Additional parking may be available in the lot.

#### **5.2. Potty Area**

Dogs can be pottied in the grassy area on either side of York Street as well as at Ives Park, found at the end of York Street. PLEASE make sure to clean up after your dog and dispose of any waste in designated waste receptacles available at the park or adjacent to the training center building. We share our space with other tenants and neighbors and make sure to do our part to keep the premises clean for everyone's use.

#### **5.3. Crating**

Dogs must be car crated or crated in the building during the event briefing and while handlers walk the course. Crating is recommended unless you are

pottying your dog, warming them up, or getting ready to move to the queue. Handlers may bring their own crate or utilize an available crate in the training center. The back ring will have designated space for staging and crating for use by league teams during the event. No crates should be set up along the back wall of the agility ring. If a dog is barking excessively while crated in the building, the handler will be asked to move their dog to the car.

#### **5.4. Waste Disposal**

Please dispose of all waste in the garbage cans located outside of the building.

#### **5.5. Spectators**

Due to limited space and the intent to make League events available to as many dogs as possible, spectators will be only allowed on a limited basis of 1 additional person per registered dog/handler. If there are two handlers registered for a single dog, only one additional spectator will be allowed. Anyone watching from behind the ring walls is asked to please keep hands and arms off/away from the walls and maintain a distance of at least 2 feet from the walls. This is for the safety of the dogs participating as well as those watching. Participants and spectators are encouraged to take video to share with family and friends who are not able to attend events. Event volunteers may be available to assist with video recording.

Spectators are expected to follow the same rules as participants. Disregard for the rules may result in dismissal of the spectator as well as the registered team from the event. *Refer to Section 2.3 regarding conduct.*

#### **5.6. Ring Specifications**

The designated Agility ring measures approximately 80'L x 60'W. Ring flooring is made of rubber regrind. Ring walls are 4' high, solid, and semi-permanent. Ring gates are made of metal (see-through) or wood.

#### **5.7. Obstacles & Performance Requirements**

- 5.7.1.** All of the following equipment meets standard Agility competition requirements (NADAC, CPE, and AKC). The following obstacles are allowed and may be included at SUPERNOVA Agility League events.

- Dog Walk
- A-Frame
- Weave Poles
- Jumps (Winged & Non-Winged)
- Jumps (Single Bar, Double Bar, Triple Bar, Panel)
- Tire
- Tunnels
- Hoops
- Teeter

The following equipment includes modifications from standard competition requirements.

- Barrels: Smaller in diameter and height from standard.
- Table: Table width and length meet standard requirements, height will be set at 4" for all jump heights.

*Refer to Appendix A: League Games, for information regarding designated equipment for individual games.*

### **5.7.2. Obstacle Performance**

The expected performance of each obstacle is indicated below. Incorrect execution may result in a fault. *Refer to Section 10.2 for information on faults related to obstacle performance.*

**Jumps (Bar, Panel):** Dogs must jump over the bar(s)/panel(s) without displacing any from the direction indicated by the course marker.

**Tire:** Dogs must jump through the tire opening in the direction specified by the course markers without breaking the tire segments apart or knocking the tire over.

**Tunnel:** Dogs must enter the end specified by the course marker and exit through the opposite end.

**A-Frame/Dog Walk:** Dogs must continuously ascend from the side designated by the course markers and descend in a forward direction. Dogs must touch the contact zone on the descent with any part of one foot prior to exiting the obstacle.

**Weaves:** Dogs must enter the weave poles by passing between poles number 1 and 2 from right to left. They must then pass from left to right through poles number 2 and 3 and continue this pattern of movement until they have completed a set of 6 or 12 weaves as required by the course. If at any point the sequence is broken, the dog fully steps out of the weave poles with their front and back paws, the dog misses a weave pole, has to make a backward motion to enter the next correct opening, or comes to a full stop at any point, they must restart the weaves at the first pole. Dogs are allowed three attempts at the weaves and then must go on. It is considered an attempt when the dog enters through poles number 1 and 2. If the dog enters the weaves between poles 1 and 2 from the incorrect side, this will also be counted as an attempt.

**Hoops:** Dogs must enter the hoop from the direction indicated by the course marker.

**Teeter:** Dogs must ascend the obstacle touching the upward contact zone with any part of one foot before causing the teeter to pivot downwards. Dogs must touch the downward contact with at least one paw after the teeter has touched the ground, before exiting the descent end of the obstacle with all four paws.

**Table:** When the table is performed between two other obstacles on a course, dogs must mount the table with all four paws and remain on the table for five consecutive seconds before exiting and continuing to the next obstacle on the course. A timer will be started once all four paws are on the table. When the timer reaches five seconds, the person timing will announce "TIME," indicating that you may continue with the course without fault. When the table is performed at the end of the course, as the last obstacle in the sequence, the course timer will be stopped when the dog has mounted the table with all four paws at once and remains on the table for at least two seconds. If a dog leaves the table before the end of the required time, this will be counted as a missed obstacle, resulting in a fault. Dogs are not required to perform a specific position while on the table- sit, down, or stand is acceptable.

**Barrels:** Dogs must approach the barrel from the direction indicated by the course marker and continue passing by the barrel in a forward direction towards the next obstacle indicated on the course. The amount of movement around the barrel may vary from a pass by to a 360 degree turn depending on the course layout. When a 360 turn is required a special marker will indicate this condition. The dog should pass by the barrel within 3' or less in order for the obstacle to be counted. If the dog runs past the barrel, not acknowledging the obstacle in any way, even if they return on the completed side it will be marked as MO (missed obstacle). The barrel should be performed again in its entirety in order to receive credit.

## 6. Ring Rules

All registered handlers participating in League events must follow the guidelines outlined in the player handbook.

### 6.1. Event Briefing

An event briefing will be held 30 minutes prior to the official event start time when the first dog is scheduled to be at the start line. All participating teams should attend the event briefing.

### 6.2. Entering/Exiting

Only one dog and handler team shall be present in the Agility ring at any given time. The next team on deck should remain outside of the ring with the gate closed until the previous team has completely exited the ring and secured the gate behind them. These rules apply for safety reasons and handlers/dog teams entering the ring before the previous team has completely exited may be excused thus forfeiting their turn.

### **6.3. Start Line**

Dogs must enter the ring on leash and be escorted to the start line by the handler. The dog's collar and leash may be removed to start the run once the ring staff says "Have Fun".

### **6.4. Dog Equipment**

- All harnesses/leashes must be removed at the start line before beginning your run. Dogs may run in their collar without tags.
- Equipment may be dropped at the start line or you may carry the collar/lead on your person during your run, but it must be secured in a pocket so as not to fall out or dangle while running. Unsecured equipment may result in a disqualification from the run.
- Be mindful of where you set your equipment, there will be no leash runners in the ring.
- Dogs should be secured immediately following the end of their run.
- Martingale collars or slip leads are typically recommended but harnesses will be allowed for those dogs that need them outside of the ring.
- It is required that you remove tags from your dog's collar or harness when attending events as the noise can be triggering for some dogs.

### **6.5. Rewards**

#### **6.5.1. Toys**

The use of toys as a reward in the ring will be limited to "fun runs". Fun runs will not be eligible to receive points towards titles and will be marked as non-qualifying. If a handler intends to utilize a toy in the ring, they should tell the ring staff at the beginning of their run that they will be doing a fun run. A toy can be thrown or given to the dog as a reward after performing obstacles. The dog should not be encouraged to perform obstacles with the toy in their mouth as this presents a safety hazard. Toys may not be used outside of the ring as they may encourage arousal levels that negatively affect other dogs. You may reward with a toy outside of the building following your run. Toys are limited to non-squeaky toys.

#### **6.5.2. Treats**

The use of treats as a reward in the ring is not allowed, under any circumstances, during League events. Treats may be secured in a plastic bag in the handler's pocket during their run. They may not reach for their treats and indicate in any way that they have treats in their pocket while in the ring. Use or indication of treats in the ring will result in a disqualification from the run.

Treat rewards may be given once the dog and handler have exited the ring following the end of their run. Treats should be secured in a treat pouch, plastic bag, or treat bag during League events, as dropped or loose treats can be a source of distraction for other dogs.

## **6.6. Bar Setting**

### **6.6.1. Changing Jump Heights**

Setting bar heights for height classes during games will be done by available ring staff or volunteers. Assistance is appreciated to keep games moving in a timely manner.

### **6.6.2. Dropped Bars**

If a dog knocks a bar(s) down during a run, the ring crew will reset the bar once the team has completed their run. Bars should be reset in a timely manner so as to continue the event as quickly as possible and allow the next team to enter the ring. If the dog in the ring is not comfortable with the ring crew in the ring with them, the ring crew will wait until the dog is leashed before entering the ring to reset any dropped bars.

## **6.7. Timers**

Runs will be manually timed by two designated timers. The game timer will be started once the dog crosses the start line with a foot. This includes crossing the plane of the first obstacle even if the first obstacle is not taken. The timer will be stopped once the dog crosses the finish line with any part of their body. The recorded time from both timers will be noted for review once all teams registered for the game have completed their runs. The average of the two times will be recorded as the final time for scoring unless one timer fails to accurately record in which case the successful timer will be recorded.

## **6.8. Ring Crew**

Ring staff will be limited to timers. During registration, handlers will be asked to identify whether their dog will be comfortable having ring staff in the ring during their run or not. If a handler indicates that their dog is not comfortable with anyone else in the ring during their run, there will be no ring staff present. Absent handler permission, no ring staff will enter the arena while the dog is unleashed.

## **6.9. Urinating/Defecating**

Should a dog urinate or defecate while in the Agility ring, they will forfeit the remainder of their run and it will be marked as non-qualifying, meaning the team will not earn any league points for the run. The handler should immediately stop their run, secure their dog, proceed to clean up, and then immediately exit the ring.

Urinating or defecating in the ring will also result in an additional \$5 fee.

## **7. Courses**

### **7.1. Course Building**

Courses will be set prior to the scheduled event, following any scheduled classes or lessons. None of the participants will have access to run event courses in advance. Course maps will not be available in advance, handlers will only have access to the course by walking prior to the start of their event. Games with multiple levels scheduled for a single event will require course changes to be made for each level. Events with multiple games scheduled will require course changes be made in between games. Volunteers will be needed to assist in making changes as quickly as possible.

## **7.2. Walking Courses**

Handlers will be given a maximum of 5 minutes to walk the course before clearing the ring and waiting for the first dog to be called to the start line. Dogs will not be allowed to walk the course with their handler. Dogs should be car crated or crated in the building while handlers are walking the course. The first two dogs scheduled to be on the line after walking the course should be prepared and ready to enter the ring to run at the end of the 5 minute period.

\*Handlers will be given a 2 minute warning to let them know how much time is remaining before the first dog is expected to be ready to enter the ring.

## **7.3. Running Courses**

### **7.3.1. Run Format**

Each game will be subdivided into heats. Heats are small groups of handler/dog pairs to increase the event's efficiency and decrease the number of dogs out of crates at one time. Heats will have no impact on awards. All games will be double run format with teams running each course a total of two times. The handler/dog teams will each complete their first run following the run order indicated in their heat. Once all dogs in that heat have completed their first run, the dogs will complete their second run in the same run order. Once all dogs in that heat have completed both of their runs, the next heat will begin.

### **7.3.2. Run Order**

Dogs will run in jump height order, ascending or descending, for their level. Games will be played in level order, either starting with the lowest or highest level offered at that event. Following the completion of the starting level, the course will be reset and the game will continue with the next level in ascending or descending order. A run order roster will be provided to all registered players in advance and check in will be required upon arrival at the event.

### **7.3.3. Course Times**

All courses will be assigned a standard course time based on a minimum Yards Per Second (YPS) calculation. In order to achieve a qualifying run, dogs must complete the run, without faults, in an amount of time equal to or less than the standard course time. Runs that take longer than the

designated standard course time will automatically result in a non-qualifying run.

<b>Level</b>	<b>Min Obstacles</b>	<b>Max Obstacles</b>	<b>YPS Min</b>
Rookie	8	14	1.9
Performer	12	18	2.15
Achiever	16	22	2.4

\*A 12% time allowance will be added to standard course times for senior dogs 8 years and older or dogs with identified physical limitations.

#### **7.3.4. Delay of Game**

In an effort to keep games running efficiently, teams are expected to enter and exit the ring in a timely manner. Handlers taking an excessive amount of time at the start line will be given a warning. Further delays will result in a non-qualifying run. This includes the dog leaving the start line to zoom, sniff, or take obstacles before the timer has been started.

#### **7.3.5. Ring Time**

All runs will have a maximum allowable course time equal to the standard course time plus 60 seconds. If a team reaches their total allowable course time before completing the course, the ring staff will say “Thank you” to indicate that the team must end their run and exit the ring.

### **8. Jump Heights**

There will be four standard jump heights which will increase in 4” increments starting at 4”, maximum jump height will be 16” for all games. A range of jump heights, based on the dog’s height measurement at the withers, will be available for players to select from. Dogs over 23” running in Rookie (Intro) level games may jump one jump height lower if they choose. Overlap between jump height measurements provides handlers with the option to jump their dog at a lower height due to training jump height, preservation of joint health, or age. It is recommended that senior dogs, over the age of 8, select a lower available jump height option. For special jump height requests outside of these parameters, please contact us.

<b>Dog’s Height</b>	<b>Withers 14” &amp; under</b>	<b>Withers 11” - 18”</b>	<b>Withers 15” - 23”</b>	<b>Withers 18” &amp; over</b>
<b>Jump Height</b>	4”	8”	12”	16”

#### **8.1. Measuring a Dog’s Jump Height**

A dog's height measurement is taken from the floor to the highest point of the dog's shoulders, in a perpendicular line. The dog should be standing straight with their head level so as not to skew the measurement.

If you would like your dog to jump at a lower height than specified by their height measurement, please contact [supernovadogs@outlook.com](mailto:supernovadogs@outlook.com) to discuss special exemptions.

## **8.2. Changing Jump Height**

A dog's jump height should be selected at the start of the season and entered on their registration for that season. The dog should jump that height at all League events for that season unless they were jumping a lower jump height due to entry in the Rookie level. If the dog is moving up a level that requires a higher jump height, then their jump height would change to reflect this. Any special requests regarding a change in jump height during the season must be submitted to [supernovadogs@outlook.com](mailto:supernovadogs@outlook.com).

## **9. Levels**

SUPERNOVA Agility League will feature three standard achievement-based levels which are tiers that are based on milestones or successes. These levels are intended to inspire, provide a sense of accomplishment, and offer a systematic path for advancement and acknowledgment within the community.

### **Rookie**

The Rookie level is an entry level. Dogs may start any game at either the Rookie or Performer level unless otherwise specified for that game. The Rookie level courses will be at an introductory level of challenge. Course length will be between approximately 8-12 obstacles. Weaves will not be included in any games.

### **Performer**

The Performer level is the middle level and a title in this level must be earned before entry into the Achiever level. All teams must start any game series at the Performer level or below. A Rookie title is not required for entry at the Performer level. Course length will be between approximately 12-16 obstacles. Courses with weaves will include one set of six weaves.

### **Achiever**

The Achiever level is the highest and most advanced level. A Performer title for a particular game must be earned before entry is allowed at the Achiever level. Course length will be between approximately 16-20 obstacles. Courses with weaves will include up to one set of 12 weaves or two sets of 6 weaves.

## **9.1. Move Ups**

Agility teams are eligible to move up to the next level when they have achieved the minimum number of points to complete the current level. *Refer to Section 12.1 Standard Titles for required point values per level.*

Teams completing a level during their first run in a League event will not be allowed to move up to the next level for the next run at the same League event; move-ups are only allowed between League events. Handlers are not required to move a dog up to a higher level after a title is achieved, they may choose to stay in a lower level to improve their dog's training and performance before moving up. Exceptional titles may also be achieved at every level should a player choose to remain in a level to earn those awards. *Refer to Section 12.2*

Players may choose to drop down a level in any game that they were previously running at a higher level. This may be done to gain more experience or due to aging.

Dogs may run different games at different levels in the same League event, if offered, as long as they have achieved the required minimum number of points to complete the level for each individual game category.

## **10. League Scoring**

### **10.1. Qualifying Runs**

Each run for a standard game has the potential to be marked as a qualifying run if no faults are recorded and the course is completed under the standard allowable course time.

### **10.2. Faults/NQ**

Any of the following occurrences during a run will result in a fault and be considered a non-qualifying run (NQ).

- Handlers will not be allowed to cross back over the start line once they have moved past it to start the run.
- A handler intentionally touches their dog during a run; physical contact is only allowed at the start line to unleash and after the completion of the run to leash back up.
- Unsportsmanlike conduct.
- Dogs may knock one bar per run without fault in Rookie and Performer games. If a dog has to repeat a jump during a sequence with a bar that was already knocked down, there will be no additional faults recorded. More than one bar knocked during a run will result in a fault.
- Retrying a contact obstacle after the dog has already entered the upward contact zone with all four paws and gotten off before reaching the point of completion.\*Dogs may retry a contact obstacle if they have not committed all four paws to the upward contact zone. Up to three attempts may be made before considered to be a fault.
- Missed contacts on the descent of any of the contact equipment will result in a non-qualifying run. Missing the upside on the A-frame or Dog Walk is not faulted.
- If a dog enters a tunnel from the end designated by the course markers with all 4 paws, turns around in the tunnel and exits through the entrance from which they entered.

- Unsafe performance of a contact obstacle. Dog loses balance and jumps or falls off.
- Teeter must make contact with the ground before the dog exits the equipment in order to receive credit for this obstacle
- Weaves may be attempted a total of 3 times per run. Any additional attempts made, beyond the 3 allowed, will result in a fault. Additionally, if while returning to the start of the weaves during any attempts, the dog enters the weaves in the opposite direction of the course and completes two (entrance and first turn) or more poles, it will be considered an off-course fault.
- If a dog mouths or grabs a barrel, or puts their paw(s) on the barrel during a run it will be considered a fault as a missed obstacle due to improper interaction.
- Off-course obstacles will result in a non-qualifying run. Off-course refers to an obstacle that was not designated as the next obstacle in the sequence. Taking an obstacle from the wrong side of approach or attempting the same obstacle twice if not completed correctly on the first try are also considered off-course faults. Dogs in Rookie games may take one off-course obstacle per run without fault.

For example: Dog enters contact zone on A-Frame with all 4 feet and turns around. dog gets back on dog walk after completing it, or dog enters the tunnel but turns around inside and comes back out.

- ◆ If a dog takes an obstacle other than the start obstacle, before beginning their run, it will not be considered a fault at the Rookie or Performer levels unless they are unresponsive for more than 5 seconds or it excessively delays the start of the timer.
- ◆ If a dog takes an additional obstacle following the completion of the final obstacle of the course, it will be considered a fault at the Achiever level only.
- ◆ If a dog runs between any of the weave poles during a course when it is not the next designated obstacle, it will be considered an off-course fault at the Achiever level only.
- Failure to complete an obstacle by way of a dog skipping or bypassing the obstacle will be considered a missed obstacle and will result in a fault.
- If a dog is unresponsive to the handler for more than 5 seconds, i.e. zooming around the ring, sniffing, etc. and unresponsive to verbal cues.
- If a handler touches, knocks down, jumps over, goes under, or steps on top of any obstacle that is being performed or will be performed.

Refusals will not be acknowledged as a fault during League game runs.

A refusal in dog agility training occurs when a dog turns away from, hesitates significantly, or stops in front of an obstacle that it was supposed to perform:

- Running past the front of the obstacle
- Running under the obstacle
- Turning away from the obstacle when in position to perform it
- Starting to perform the obstacle and then turning back
- Popping out of the weaves

### 10.3. Excusals

Any of the following occurrences during a run will result in an excusal, the timer will be stopped immediately, the dog and handler will be excused from the ring, and the run will be marked with an E:

- Failure to comply with verbal instructions given by ring staff.
- Inappropriate equipment worn by the dog in the ring, i.e. collars with tags, martingale, prong, e-collars.
- A dog rudely or excessively interacts with staff present in the ring during their run, i.e.: dog repeatedly jumps on, licks, etc.
- The dog grabs any of the numbered course cones during their run.
- A dog bites or mouths at the handler or handler's clothes while in the Agility ring.
- A dog charges the walls or is out of control and unresponsive to the handler in the ring.
- A dog urinates or defecates during a run.
- Handlers physically manipulate their dog while in the ring, i.e: pushing the dog's hind end into a sit, scruffing their neck, pushing dog from behind into a tunnel, pulling dog with collar to reset for an obstacle etc..
- Any dog that does not enter or exit the ring secured on leash.
- Interference or outside assistance that is intended to aid a handler during their run.
- Handlers are required to keep their dogs from jumping on the walls while outside of the ring. First occurrences will receive a warning, repeat offenses will result in dismissal from the event.

### 10.4. Exemptions

Senior dogs, age 8 and older, are exempt from performing the A-frame in games where it is required. During their run, they may bypass the obstacle without incurring a missed obstacle fault. If they take the A-frame during their run, a missed contact will still be counted as a fault and result in a non-qualifying run.

### 10.5. Record Keeping

Game logs will be used to track faults and run times for each run. Final scores and course times will be logged in a master spreadsheet which active players will receive access to view. Players are encouraged to keep track of their points per run to determine their progress towards achieving titles and accurately registering for future League events.

## 11. Games

League events will offer specific games which will be indicated during each individual event announcement. Standard game descriptions and specific requirements can be referenced in the player handbook - Appendix A: League Games, or will be announced via addendum as new games are created. Specialty games may be announced and offered at scheduled events. Eligibility may vary for games depending on age or physical limitations, please reference the handbook and applicable appendix prior to registration.

## 12. Titles

Titles will be awarded for each standard game, at each level, once the Agility team meets the minimum requirements specified for that level. Additional titles may be added and an update will be made to the handbook.

### 12.1. Standard Titles

Each level requires a total number of qualifying runs in order to be awarded the title for each game in that level. Standard titles will be awarded for standard and speciality games unless otherwise noted in the game description.

**Rookie** - 4 qualifying runs

**Performer** - 5 qualifying runs

**Achiever** - 6 qualifying runs

### 12.2. Exceptional Titles

**Master** - Complete 3x Standard Title qualifying runs in a single game at any Level

Master titles will be awarded when players have earned 3x standard title qualifying runs in any game. The Master title will be awarded specifically for the game from which the qualifying runs were earned. Master titles may be earned for multiple games at multiple levels.

**Rookie** - 12 qualifying runs

**Performer** - 15 qualifying runs

**Achiever** - 18 qualifying runs

**Grandmaster** - Complete 6x Standard Title qualifying runs in a single game at any Level

**Rookie** - 24 qualifying runs

**Performer** - 30 qualifying runs

**Achiever** - 36 qualifying runs

**Champion** - Earn two Achiever Standard Titles: Total of 12 qualifying runs in two different games at the Achiever level

Champion titles will be awarded when players have earned an Achiever title in two different games, 6 qualifying runs in each game, 12 total qualifying runs. More than one Champion title may be awarded, but players must earn Achiever titles in different games than those previously submitted in order to be awarded multiple Champion titles.

**Legend** - Earn two Achiever Master Titles OR four Achiever Standard Titles

Legendary titles will be awarded when players have earned an Achiever Master title in two different games OR when players have earned an Achiever Standard title in four different games. If players have previously submitted Achiever titles for their Champion title, they may submit those same titles towards their Legendary title.

### **12.3. Specialty Titles**

#### **Wildcard - Total of 16 qualifying runs from four different games**

A Wildcard title may be earned at any level with any combination of games from that level so long as the total number of qualifying runs equals 16 between the 4 games. All qualifying runs submitted must be from the same level as the Wildcard title will be awarded per level. Players can be awarded Wildcard titles for multiple levels.

## **13. Awards**

A title ribbon will be awarded for each game level title achieved along with a digital certificate of achievement listing the level and game, dog's name, dog's league name, and date of achievement.

### **13.1. Ribbons**

Standard carded ribbons will be awarded for qualifying runs. Rosettes will be awarded for standard, exceptional, and specialty titles. Each level will have a corresponding color for all ribbons and rosettes related to awards for that level.

### **13.2. Certificates**

A digital certificate of award will be provided for completed game levels and will list the level and game, dog's name, dog's league name, and date of award. Print quality digital files will be provided should handlers choose to print their title certificates.

### **13.3. Trophies**

A trophy will be awarded to the top two dogs that have accrued the highest total number of qualifying runs during the designated season. Trophies will be presented at the completion of the season after all logged runs have been totaled and reviewed.

### **13.4. Flair Awards**

These awards are a fun and informal way to celebrate players' unique qualities and to commemorate some of their most memorable moments in the ring. Digital certificates will be presented to teams at the end of the season for their performance relating to unique categories.

Wormhole: Dog enters an off course tunnel 4 or more times during a run.

Improv: Dog adds 5 or more off course obstacles to a course.

Epic Zooms: Dog zooms with wild abandon during their run.

Oops: Handler gets lost on the course.

Speed Demon: Dog Q's on a run at 4.5 YPS or faster.

Happy Feet: Dog is living their best life, may include zooming, improvisation, etc.

Sunshine: Dog lights up the ring and makes everyone smile.

Nope!: Dog said “Not today human” and misses 3 or more obstacles on a course.

## **14. Social Media Sharing**

We encourage players to share photos and videos from League events or virtual participation on social media under the following guidelines.

### **14.1. Photos**

Players may share photos on social media immediately.

### **14.2. Videos**

Players may share videos of their course runs on social media with the addition of music or other effects following the close of the in-person event. Players submitting virtual entries are required to submit their entries to the League prior to posting video on social media.

## **15. Volunteers**

Volunteers will be required for each event. Sign up for volunteering will be posted a week prior to the scheduled event. Volunteer positions may include:

- Recordkeeper - Recording faults and run time. Two recordkeepers are required for every game.
- Ring assistant - Indicates to teams that they may begin their run by saying “have fun”. For games with contacts, the ring assistant will also provide feedback on contact obstacle execution.
- Ring crew - Bar setting between jump heights, moving/adjusting equipment as necessary.
- Ring steward - Managing participant traffic flow in and out of the ring during game runs.
- Setup/Teardown
- Floater - Providing assistance as needed.
- Photo/Video

## **16. Virtual Video Entries**

Should your dog need to be the only dog in the building during course runs, you will have the option to submit video entries for specific games, in order to participate virtually in League and earn titles. Review the attached Appendix for details regarding video entries and contact [supernovadogs@outlook.com](mailto:supernovadogs@outlook.com) with any questions.

## **17. Evaluations**

If you are unsure if your dog would be eligible to participate, please reach out to your trainer to discuss or contact the office at [supernovadogs@outlook.com](mailto:supernovadogs@outlook.com). If your

dog is unable to participate in the scheduled in-person League events due to their evaluation, please refer to Appendix B:Virtual Video Entries of the player handbook as an alternate method of participation.

**18. Right of Refusal**

SUPERNOVA DOGS reserves the right to refuse participation by any dog that may pose a danger to fellow League players. We also reserve the right to deny any handler future opportunities to participate in League events for blatant disregard of the League's rules of engagement.

**19. Rule Changes**

SUPERNOVA DOGS reserves the right to update the Player Handbook, at any time, to reflect any necessary changes or clarify existing rules as needed.

**20. Contact**

For any clarifications regarding the information provided, please email [supernovadogs@outlook.com](mailto:supernovadogs@outlook.com)

# Appendix A: League Games

## Standard Games

### ★ Versa

Versa tests a team's versatility in the ring with courses that utilize a variety of standard equipment including dog walk, a-frame, wing/post jumps, hoops, (all levels) and weave poles (Performer and Achiever levels only).

### ★ Rodeo

Rodeo offers a low impact game for dogs with physical limitations and seniors. Courses will be made up of hoops, tunnels, and barrels.

### ★ Hopscotch

This game requires handlers to lead their dog through a course primarily made up of wing/post jumps, testing the dog's ability to plan take offs and landings from a variety of approaches. Courses may include tunnels (all levels) as well as weave poles (Performer and Achiever levels only).

### ★ Survivor

Survivor requires teams to complete a distance challenge during the course in order to survive this game. Handlers may not cross over the line designated on the floor with tape to assist their dogs, handlers crossing the line will result in a NQ run. Your dog may cross over the line one or more times and still receive a qualifying run if they complete the challenge and do not have other faults.

## Specialty Games

### ★ Global

Global challenges a team's versatility in the ring with courses that utilize: dog walk, a-frame, wing/post jumps, and weave poles, while also potentially including teeter, table, and specialty jumps (tire, double/triple bar, panel, etc.)

### ★ Bamboozled

The game Bamboozled is designed for those brave enough to test their memory and run the course without the assistance of numbered cones. There may be 2-3 standard courses per level, depending on the number of registered teams. Each course at the Rookie and Performer level will be indicated with different color cones. Each heat will be assigned a different color course. Handlers will walk the designated numbered course and when walking is complete, the cones will be picked up. At the Achiever level, handlers will receive a copy of the course map prior to walking the course and will use the map to identify their course, numbered cones will not be

provided. Handlers will not be allowed to watch other teams in their heat run the course before their turn. Teams that successfully complete the course correctly without any standard faults will earn a qualifying run. Courses may utilize any of the following equipment: dog walk, a-frame, wing/post jumps, hoops, tunnels, barrels (all levels), and weave poles (Performer and Achiever levels only).

★ **Roadrunner**

The name of this game is speed. Courses for this game are designed for speedy runs and awards will be given based on fastest times in each level for 1st, 2nd, and 3rd place. Titles may also be earned for runs under the standard course time if no non-qualifying faults are recorded. Courses may include wing/post jumps, hoops, barrels, and tunnels.

<b>Level</b>	<b>Min Obstacles</b>	<b>Max Obstacles</b>	<b>YPS Min</b>
Rookie	8	14	2.1
Performer	12	18	2.5
Achiever	16	22	2.9

*\*New games may be added to both the Standard and Specialty categories.*

## Appendix B: Virtual Video Entries

### 1. Eligibility

Standard League eligibility requirements apply. *Refer to Section 2 for detailed information regarding eligibility for League participation.*

In addition to standard eligibility requirements, Virtual Submissions may be submitted in lieu of in-person events due to:

- Extreme fear of other dogs and/or people.
- Aggression towards other dogs and/or people.

### 2. Course Access

- Virtual League courses will be available during League week, the 7 days following a scheduled League event, during which time a registered team may submit video entries.  
*\*League events will be scheduled for Saturdays, courses will be available until the following Saturday.*
- Virtual participants can gain access to certain League courses during their normal class time, a scheduled private lesson, or ring rental. Ring rental times may be limited, you must contact the office at SUPERNOVA DOGS to schedule a rental time before registering for the event.
- A maximum of 2 games will be made available for virtual runs during League week. One game will be set up in the main Agility ring with a secondary game set up in the back ring when available.
- Teams must obtain permission from your instructor or the office prior to registration for games offered in the back ring due to ring availability. If you register without permission, your registration will be canceled and you will forfeit the registration fee for that game.
- Teams may only submit 2 total runs per game per event week. The runs must be completed on the same day, back to back, with no additional course review or practice in between.

### 3. Virtual Event Registration

Players interested in participating virtually in a League event will be required to submit registration prior to the registration deadline. Players should have already secured a lesson time or ring rental prior to submitting their event registration, this information will be required at time of registration. Virtual event registration is \$8 per game which includes two runs. Games for virtual participants may be limited from those offered at in-person events.

*\*Registration fees are in addition to the private lesson or ring rental fee. Registration fees cover your video review and any awarded ribbons.*

#### **4. Rules**

Standard League rules apply in all cases except where not applicable to individual dogs in the building. Please note:

- Handlers will still have the standard 5 minutes to walk the course and should be ready to enter the ring for their first run at the end of 5 minutes. This should be timed to the best of your ability.

#### **5. Video Submission Requirements**

- Videos must be submitted in landscape orientation.
- The video must be started when the dog/handler team enters the ring. Start line rules apply to virtual entries and the video recorder must continue recording until the dog is leashed following completion of the run.
- Videos must be submitted with original audio.
- Videos must not be edited in any way to impede the League's ability to review your run. If a video is believed to be edited, aside from trimming unnecessary time before or after you enter/exit the ring, your submission will be rejected.
- The first and second attempts of a virtual course entry are the only ones that can be submitted for review. You may not run the course for practice prior to video recording.
- Descending contacts must be clearly visible from the camera angle and the dog running must be visible from start to finish.
- Video must be recorded by a third party who also acts as a witness to verify the date, time, and compliance with specific requirements.
- Videos must be submitted within 48 hours of your scheduled runs.

*\*Refer to Section 14 in the Player Handbook for information regarding photo and video sharing restrictions on social media.*