

# The Quadruped - As a player:

## ***Pre-Play***

**1.** Choose a division to play in and sign up to play at the event. There are 2 divisions to choose from for men and 2 for women.

*Men's and Women's divisions - Men's Open and Women's Open divisions*

Generally, beginners or those who can't throw far will start out playing in the men's or women's division.

The Men's Open or the Women's Open are for teams who can throw farther, but also for those who are looking to place in the overall Quad Series Championship for the year.

**2.** Sign up at the event. When your name is called, you will take one throw without your dog from the throwing line. This is your **seeding throw**, and you will try to throw as far as you can, as this will determine your throwing order in your Heat.

**3.** You will be placed in a "Heat" in your division, based on your seeding throw in relation to the other player's distance of throws in your division. The running order for Heats will be announced.

**4.** When your Heat is up to play, all those teams go to the throwing end of the field. The number of teams playing will vary depending on the attendance. There will be no more than 3 rounds of play in each Heat.

## ***Play***

The Quadruped is played with "Heats" of teams, and "Rounds" within those Heats.

The first team in the first Heat will throw 3 throws. The catches the dog makes will be marked on the field. The next team will then have a chance to throw 3 times to try to get a longer catch. The next teams will follow this format. Who gets eliminated will depend on how many teams are in the heat. The idea is at least one team will be eliminated in this first round (if there are more than 4 teams then more than one will be eliminated here - 5 teams, 2 get eliminated, 6 teams, 3 get eliminated etc etc).

If there are 4 teams for example - the team with the shortest catch gets eliminated from this round. So you do not have to have the longest catch, you just have to beat the shortest catch. (If there are 5 teams, two will get eliminated, so you will need to have a catch farther than two of the other teams.)

In another example: If there are 4 teams and the first team up doesn't get a single catch - then the second team up just needs a catch ANYWHERE on the field to advance to the next Round. Any catch beats no catch.

Once the first Round is completed and the shortest catch or catches are eliminated - we move to Round two in that Heat, which will include 3 teams. We start over with each team getting 3 throws - shortest catch eliminated.

Then in the third and final Round of the Heat it will be down to 2 teams. In this Round the two teams alternate their three throws. So team 1 throws one, then team 2 throws one. Then team 1 takes their second throw etc...

The throwing order for the final Round is determined by who had the longest throw in the Heat between the final two throwers. The person with the longest throw gets to choose whether they want to throw first or second.

The team that wins the final Round of this Heat will advance to the finals. All other teams

from this Heat will go to the Last Chance.

### ***The Last Chance Round***

Immediately following the completion of each division's Heats, all teams except the winners of the Heats, go to the Last Chance Round. Each team gets to take 3 successive throws. After all of the teams have thrown, the team (or teams, depending on the number being taken\*) with the longest catch(es)\*, earns a spot in their division finals.

### ***The Division Finals***

Each division will have 4 teams playing in the Finals. The finals are played out just like one normal Heat. The first team eliminated earns 4th place. The next team eliminated earns 3rd place. The remaining two teams alternate throws and determine 1st and 2nd place in that division.

## **The Quadruped - As the Host/Organizer**

Use the registration forms\* and the file for entering scores\* for each team playing.

Hold a player's meeting to go over the rules, terms and allow competitors to ask questions.

If any player doesn't have a Quadruped approved disc for playing, then one needs to be provided for them.

Make sure all competitors are in the running order, in the division they registered for the seeding throws.

Judges and scorers will most likely be volunteers not playing in the division on the field at the time. For seeding throw rounds: One person stands at the throwing line to watch for foot faults. One person records the yardage where the thrown disc first hits the ground, and another person on the field, returns the disc to the thrower.

Have all the throwers in each division throw their seeding throws.

After all the competitors have thrown, the yardages are all arranged in the Heats for each division like this: The shortest throw goes first in the 1st Heat, the second shortest throw goes first in the 2nd Heat, the third shortest throw goes first in the 3rd Heat, the fourth shortest throw goes second in the 1st Heat etc etc. Ideally, there will be enough teams to have 3 Heats per division.

## This graphic helps organize your Heats depending on how many teams you have in each division.

<b>4 Teams</b>	All teams play in 1 heat, and play it out to determine the order of throwing in the Finals. All 4 teams automatically go to the Finals.
<b>5 Teams</b>	All teams play in 1 heat. The 2 teams with the shortest catches are eliminated in the first round. The winner of the final round goes to the Finals. The other 4 teams go to the Last Chance round, and the top 3 teams from that enter the finals.
<b>6 Teams</b>	2 heats of 3 teams. Winners of the heats go to the Finals. Top 2 teams from the Last Chance go to the Finals
<b>7 Teams</b>	1 heat of 4 teams, and 1 heat of 3 teams. Winners of the heats go to the Finals. Top 2 teams from the Last Chance go to the Finals
<b>8 Teams</b>	2 standard heats of 4 teams. Winners of the heats go to the Finals. Top 2 teams from the Last Chance go to the Finals
<b>9 Teams</b>	3 heats of 3 teams. Winners of the heats go to the Finals. Top 1 team from the Last Chance goes to the Finals
<b>10 Teams</b>	1 heat of 4 teams and 2 heats of 3 teams. Winners of the heats go to the Finals. Top 1 team from the Last Chance goes to the Finals
<b>11 Teams</b>	2 heats of 4 teams and 1 heat of 3 teams. Winners of the heats go to the Finals. Top 1 team from the Last Chance goes to the Finals
<b>12 Teams</b>	3 heats of 4 teams. Winners of the heats go to the Finals. Top 1 team from the Last Chance goes to the Finals
<b>13 Teams</b>	1 heat of 5 teams and 2 heats of 4 teams. The first heat of 5 teams will have 2 teams eliminated in the first round. Winners of the heats go to the Finals. Top 1 team from the Last Chance goes to the Finals
<b>14 Teams</b>	2 heats of 5 teams and 1 heat of 4 teams. 2 teams are eliminated in the first rounds of the first two heats. Winners of the heats go to the Finals. Top 1 team from the Last Chance goes to the Finals
<b>15 Teams</b>	3 heats of 5 teams. 2 teams are eliminated from the first rounds of all heats. Winners of the heats go to the Finals. Top 1 team from the Last Chance goes to the Finals
<b>16 Teams</b>	1 heat of 6 teams, 2 heats of 5 teams. 3 teams are eliminated from the first round of the 6 person heat, 2 teams are eliminated from the first round of the 5 person heats. Winners of the heats go to the Finals. Top 1 team from the Last Chance goes to the Finals

Continue with this system regardless of how many teams are in each division. The important thing is after Round 1 in a Heat - you need to be down to 3 players going into

Round 2.

### ***Suggested Running Order of the Divisions***

#### **Preliminaries**

1. Men's Open
2. Women's
3. Men's
4. Women's Open

#### **The Finals**

1. Women's
2. Men's
3. Women's Open
4. Men's Open

### ***Establishing the Running Order of the Last Chance Round***

The first team eliminated from the first round of play, will be the first team up in the Last Chance round. The second team eliminated from the first round of play will be up second, and so on until the very last team, which will be the last team eliminated from the last heat of the division.

### ***Establishing the Running Order of the first round of play in the Division Finals***

The team with the longest recorded catch of the day, including the team from the Last Chance round and their throws from that round, will be the last team to throw for their division in the Finals. The team with the shortest recorded throw will go first, followed by the next shortest going second, followed by the next to the longest catching team, going third.

# Quadruped Field Layout

The Quad field should be at least 100 yards long by 30 yards wide. (Having more than

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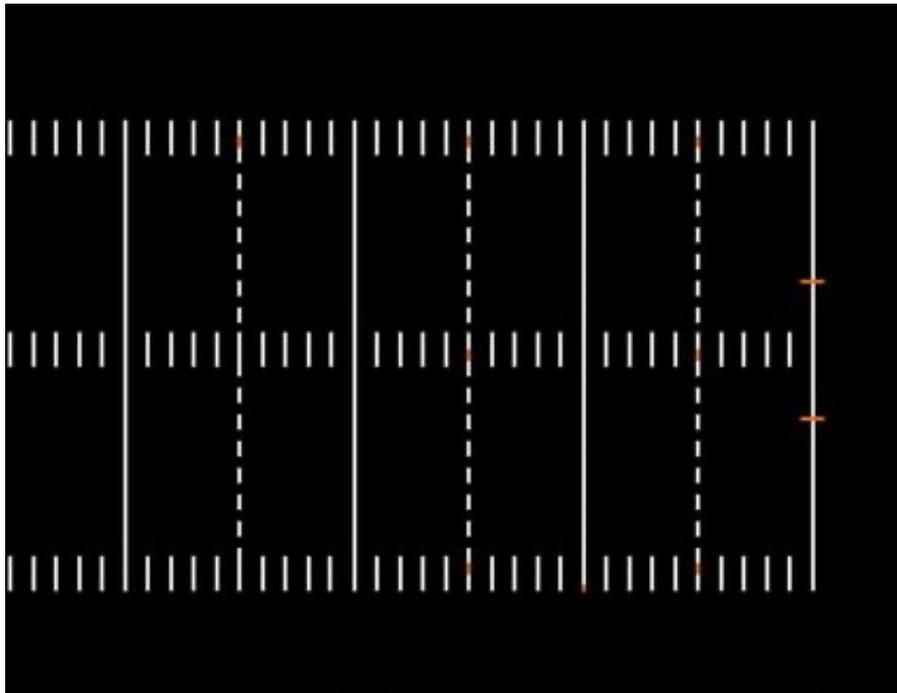
[RESULTS](#)

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The throwing line should be 10 yards wide with cones put up on each end of the line. Teams throw from between these cones.

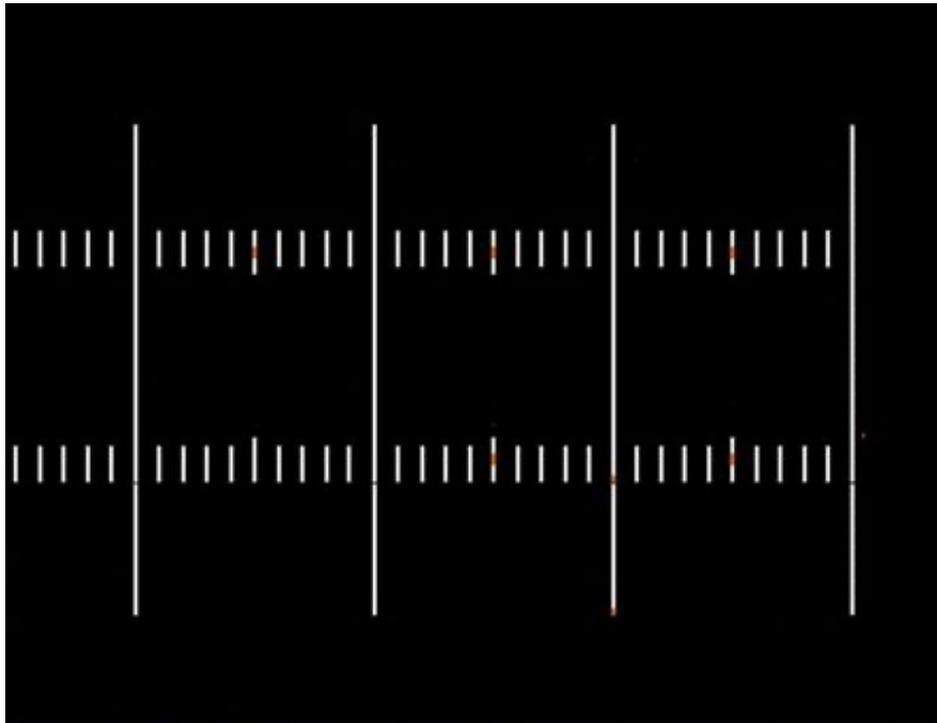
The best way to mark a Quad field is with solid lines across the field every 10 yards, and hash mark lines across the field for the 5 yard markers. Then hash marks every 1 yard along both sides (30 yards apart) and a single row of 1 yard hash marks directly up the center of the field.

This example shows the first 30 yards of a well marked Quad field.



The optional way to mark a Quad field - is to mark the 10 yard lines all the way across

the field, then make two sets of hash marks approx 10 yards apart down the center of the field in 1 yard increments with a slightly longer mark at the 5 yard lines. This can work for the last chance field as well and help make painting that field easier.



You should have flat cones at every 10 yard marker - with 10, 20, 30, 40 etc written on them if possible to make it easier for judges to identify yardage.

## Quadruped Rules, Terms and Judging

### *Judging*

It is best to have 2 people on the field, one on each side, to mark catches as they occur. The judge closest to the catch will mark the catch on the field. The marker used (usually a distinctive colored disc) for each team's longest catch in a round is left on the field during the other teams' throws of that round. Those markers can be picked up after the team makes a longer catch than a previous marked throw they had, or after the round is

over.

Another person is needed to record all of the throws made...this includes misses as well as catches. Yardage of the catch or miss is recorded as the score. The scorer will also make the thrower aware of the yardage needed on a catch in order to advance when applicable.

Catches are recorded at the yardage marker on the field, where the leading edge of the disc is as the dog first lands. Misses are recorded where the disc first hits the field. Catches are recorded in tenths by judges call. So you could have a 45.3 yard catch or a 45.7 yard catch etc.

A 'Catch' is defined as a dog maintaining control of the disc in it's mouth while in the air. When landing, if the disc hits the ground and pops out of the mouth, this will still be considered a catch. Other circumstances may create a scenario where this judgment call will be made by the official judges on the field, exclusively.

**Tipped catches** - If a dog initially misses a thrown disc, but manages to hit it (tip it) off and the disc remains airborne long enough for the dog to make the catch before the disc hits the ground, it will count as a catch and the catch will be marked when the dog finally makes the catch. However, the tipped catches DO NOT count towards any records.

There is no out of bounds. Even if a thrown disc hits the top of a canopy and bounces off, it is considered 'live' or still in play. So if the dog catches the disc, it still counts as a catch. Once a disc either hits the ground or comes to "rest" on something, it is no longer catchable.

Throwers can be awarded another throw or a re-throw if interference is called by the judges on the field for a number of reasons. A common example would be if another dog runs onto the field distracting the thrower's dog playing on the field. A thrower can request a re-throw at the time a throw is made if they feel it is justifiable. But the judges will make the final call. At no other time may a thrower be awarded a re-throw. If the

game continues, the opportunity is lost. There is normally a “buffer” between the field and tents along the side. If a player throws the disc off the playing field into the tents or beyond, and the catch is thereby interfered with they will not be given a re-throw. Likewise the field judges will stand far enough off the playing field as to be in line with the tents so any throws that go off to the side towards these field judges will be considered off the field, if a catch is made it is good, but if the judge is off the field they cannot be called for interference with the dog.

When scoring, write down the yardage for misses, but draw a line through those. For catches, write down the yardage with no line drawn through. Foot faults can be signified with an ‘ff’ by the slashed out yardage, and a tipped catch can be signified by writing in tip. Notation should be made of any re-throws etc.

Foot Fault - This occurs when a thrower’s foot touches or crosses over the throwing line before the disc is released from their hand during their throw. The thrower CAN step on or cross over the line after the throw is released. If a foot fault is called, that throw is lost.

**DISCS** - Only fastback shaped discs (approx 235 mm in diameter) weighing 110 grams or less are allowed to be thrown in the Quadruped. Discs allowed - Whamo Fastback - Hero Xtra or Air - Hyperflite Z disc. If you have a question about disc eligibility, ask the event hosts to clarify. Discs such as Jawz or Hero Supers are too heavy to be allowed.

Dogs are allowed a ‘Free Start’ down the field at the time of the throw, meaning the disc doesn’t have to be thrown before the dog crosses the throwing line to make the catch.

Teams are allowed to have an extra person act as a "holder" for their dog behind the start line.

Dogs may be called back to the line without losing a throw, as long as the dog hasn’t crossed over the 30 yard line. If the dog is beyond the 30 yard line, turns around and stops to wait on the throw, it is a lost throw.

Although there is no timer running during the Quad, throwers are expected to throw within a reasonable amount of time in order to keep the event running smoothly. This is based on the honor system, however, if the judges feel that a player is taking too long between throws they will be warned to speed it up. If they don't comply they may lose a throw.

Any thrower that has previously won the Women's or the Men's division of the Quadruped twice, will be required to play in the Open division thereafter.

A player can only play with ONE dog and only in ONE division. A dog can play with more than one player and in different divisions. The dog may not play with more than one player in the same division.

**Strikeout** - This occurs when a team fails to get a catch during their 3 throws in a round. This may not lead to an automatic elimination though, if another team suffers the same fate in the same round. Then a tiebreaker would occur.

**Tiebreaker** - This occurs when teams have the same scored catch or strikeout. In this case a coin, or a disc is flipped and the winner of the toss gets to choose to throw first or second. Each player will get one throw - the longest catch wins. If a tie occurs again, the flip is repeated until one team gets a longer catch than the other.

No penalties occur from a dog taking a nature break on the field, but the owners are expected to clean up after their dogs.

No other dogs are allowed to be off-leash during the competition, other than the dog playing on the field at the time.

Competitors are expected to keep their dogs under control at all times. Teams can be disqualified for their dog's aggressive behavior, etc. as determined by the judges.

Dogs in heat are allowed to play as long as they wear panties on the field or anywhere at

the competition. Please be courteous and try not to distract other competitors.

All teams must sign the waiver/release entry form. Throwers must accept all responsibility for their own well being, health, and safety plus that of their dogs while participating and enjoying any aspect of the Quadruped competition. The Quadruped is a play at your own risk competition.

Good Sportsmanship is expected at the Quadruped. If any behavior is boisterous, challenging or inappropriate, a person can be disqualified from that event or even any future Quadruped events. Abuse towards officials or judges of the Quadruped will not be tolerated, and may result in the same disqualifications. Good natured teasing and general smack talk has always been part of the fun of the Quad: but if anyone finds this type of behavior towards them objectionable, merely waving your hand 3 times in the air while on the line for your turn will cease the behavior.

Up to the start of the competition, the Quadruped maintains the right to change or adjust the rules of competition where desired or necessary. Any rulings on the competition field will be final, and not subject to any challenge.

As always, come and have some fun with us. Make some great memories!

## **2021 Series Scoring**

There will be a "regular" season leading up to a "finals".

Men's Open and Women's Open teams will be competing to win the regular season. There will also be a "Quadruped Finals" to determine the season "Overall Champion".

At each Quad, points are awarded in the Open divisions for the top 10 placements like this:

1st Place - 10 points  
2nd Place - 9 points  
3rd Place - 8 points  
4th Place - 7 points  
5th Place - 6 points  
6th Place - 5 points  
7th Place - 4 points  
8th Place - 3 points  
9th Place - 2 points  
10th Place - 1 point

The top 4 places will be decided by how the teams who make the finals finish. Places 5 through 10 are decided by each team's longest catch of the day in any heat (including last chance).

If any of the teams in 5th through 10th place tie and have the same distance recorded for their longest catch - the tiebreaker is the team's second longest catch and so on. If two teams have the exact same catch distances for the day - then both teams will be awarded the points for that placement. For example if two teams tie for 5th place - 6 overall points will be given to each team and then the 6th place position will be skipped, so the next overall points given will be 4 points for 7th place.

## **Regular season:**

Every team will add together their **two** best placement scores to determine the finishing order of the regular season. If there is a points tie, tiebreaker will go to the team with the longest catch in any Quad of the season.

The team that finishes in 1st place in the regular season will get 10 points to take into the Series Finals. The team that finishes 2nd will get 9 points and so on through 10 places.

Regular season placement points:

1st Place - 10 points

2nd Place - 9 points

3rd Place - 8 points

4th Place - 7 points

5th Place - 6 points

6th Place - 5 points

7th Place - 4 points

8th Place - 3 points

9th Place - 2 points

10th Place - 1 point

## **Series Finals:**

All teams start with zero points, except for the teams that finished in the top ten of the regular season - they bring their top 10 **placement points** with them into the finals.

The finals will be run like a regular Quad. Points will be given to the top ten finishers just like a regular season Quad. In order to determine the Overall Series Champion, and Series placements, these points will be added to the regular season placement points a team has.

For example, a team finished 4th overall in the regular season and got 7 points for that. They then finished 2nd in the Finals, earning 9 points for that. Their overall score for the series would be 16 points.

If there is a tie in the Series - the tiebreaker goes to the team with the longest catch from any Quad during the season.

