

Video Titling Changes:

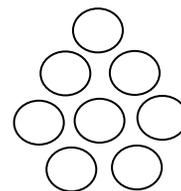
- Relax stringent requirement for exact YouTube/Vimeo title names.
- Permit judges to give faults for minor video issues that would not occur in trials instead of marking inadmissible.
- Relax requirement for game calls such as 'Go when ready' and 'Time'

Trial Changes:

- Remove rosette requirement on ribbons.
- Remove requirement of letter from vet for BIS withdrawals. Permit partial refund.
- Clarify placements are within each class height.
- The trial host must provide warm up area balls instead of the handler.
- Add requirement that the trial host must have a corral to contain the balls near the field.
- Add requirement that field stewards must not enter the field until the competing team has exited the field.
- Add that a handler may request the stabilizers not be used for their run. The judge shall use their discretion based on the conditions on the field whether to honor the request.
- Add that handlers will not be penalized in game by equipment malfunction (not to be confused with dogs popping balls).
- Rule revised so the judge may determine the trial running order to minimize distractions caused by rewarding dogs in the goal area. This may vary depending on the games and number of trials held during the day.

Game Changes:

- The Master level will be renamed to Expert level.
- Rule revised changing how a ball is judged in or out of an area. Ball location will be judged based on where the ball contacts the ground instead of the widest part of the ball. A ball on or over the line counts as in the handler area or goal area.
- Rule revised to change bumper placement in goal. A bumper may be placed within the goal area no closer than 2' behind the goal line. The bumper cannot prevent Wrong Balls from rolling into the goal.
- New rule: The formation must remain in place until the dog makes first contact with the balls. If the formation is disturbed due to weather considers before the dog's first contact, the judge will intervene and have the formation reset.
- Chapter 7 Pre-Novice Standard Major Game Change: Three balls in triangle formation. 12" between balls instead of 6". Treats and toys permitted between ball retrieves. 5 second fault for not bringing point ball first. No penalty if dog accidentally bumps formation on initial outrun. 5 second fault for intentionally disturbing formation.
- Chapter 8 Advanced BNO formation changed. Eight balls in four rows:
 - Row 1 – one ball, point ball
 - Row 2 – two balls
 - Row 3 – three balls
 - Row 4 – two balls



- New rule: Stepping out of the handler area with both feet before the end of the run, except to correct a Wrong Ball Roll Back error, is a Major Fault and NQ at all levels.
- New rule: The handler may only touch a ball to move it from the handler area into the goal area. Touching the ball for any other reason will result in a handler fault.
- On the initial break there will not be a fault for any ball which comes in before the point ball without dog or handler interaction. In BNO only, the incorrect ball must still be returned to the field before further play.
- Wrong ball faults in BNO: After the initial break and the point ball is in the goal, any ball which comes into the goal for any reason out of order is a Wrong ball with faults. The judge will call Wrong ball as soon as it occurs which stops action on the field (not the timer). The dog must stop pushing balls when the call is made. The dog may lie down on the field or return to the goal to lie down. The Wrong ball and any balls which rolled into the goal after it must be rolled back onto the field the correct distance. It is only one Wrong ball fault per call. The judge will indicate play can begin when the Wrong ball and balls which entered the goal after it are returned to the field correctly.
- **Chapter 9. Scoring. Section 4. Point Ball Faults.**
 - The point ball must be the first ball intentionally driven into the goal area. If the dog actively pushes any ball except the point ball into the goal first, the run will be faulted as follows:
 - Pre-Novice = 5 seconds
 - Novice = +10 seconds
 - Intermediate = +20 seconds
 - Advanced = Major fault and NQ
 - Expert = Major fault and NQ
 - No fault is incurred if a ball other than the point ball rolls into the goal before the point ball without the dog actively pushing it. An example of this would be a non-point ball rolling into the goal from the initial break, but the dog never touched anything other than the point ball.
- **Chapter 9. Scoring. Section 6. Initial Ball Formation Disturbance.**
 - A fault will be incurred if the dog intentionally causes movement of the non-point balls before touching the point ball. It will be ruled intentional if the dog interacts with the balls directly using the head, chest, shoulder, leg, or paw with intent to move the ball.
 - Initial formation movement will be ruled unintentional if the dog does not interact with the balls directly using nose, muzzle, or chest with intent to move the ball; for example, the dog side swipes the balls on the send out and bumps one or more balls out of formation.
 - It will be the judge's determination whether ball movement was unintentional or intentional. If deemed unintentional ball movement, penalties will be assigned as follows:
 - Pre-Novice = No Penalty
 - Novice, Intermediate = +5 seconds
 - Advanced, Expert = +10 seconds
 - If deemed intentional ball movement, penalties will be assigned as follows:
 - Pre-Novice = + 5 seconds
 - Novice = +10 seconds
 - Intermediate = +20 seconds
 - Advanced = +30 seconds
 - Expert = +40 seconds