



MATCH RULES

(Revised 05/03/2017)

This is a competition and tactics may differ from "real world" experience, scenarios and training. Competitions have rules to create an equal and fair playing field as possible for all teams, as well as keeping everyone involved safe from unnecessary risks and dangers of harm and death. These rules include range safety rules that are will contradict "real world" scenarios. The intent of the competition is to test an individual's and team's tactical skills and marksmanship and not necessarily intended to simulate "real world" tactical scenarios.

1. Safety Rules

- 1.1.** Competitors are subject to match or stage disqualification for violation of any rule or regulation in sections 1 or 2.
- 1.2.** The match will be run on COLD RANGES.
 - 1.2.1.** COLD RANGE (definition): Competitors' firearms will remain unloaded at the match site except under the direction of a match official.
- 1.3.** Designated Safety Areas
 - 1.3.1.** The Safety Areas will be clearly marked with signs.
 - 1.3.2.** Unloaded firearms may be handled and/or displayed only in the Safety Areas.
 - 1.3.3.** No ammunition may be handled in any Safety Area.
- 1.4.** Rifles & Other Long Guns
 - 1.4.1.** Rifles & shotguns must be cased or carried with the muzzle up or down.
 - 1.4.2.** Rifles & shotguns must be carried with actions open and detachable magazines removed.
- 1.5.** Pistols
 - 1.5.1.** Pistols must be cased or remain in holster with magazine removed, except in designated Safety Areas, or under the direction of Range Officer(s) on a stage.
 - 1.5.2.** Pistols must be carried with the "Hammer/Striker Down."
- 1.6.** No competitors or spectators shall consume or be under the influence of alcohol or nonprescription drugs at the match site. Any competitor found to be impaired and deemed unsafe as a result of legitimate prescription drugs may be directed to stop shooting and requested to leave the range.
- 1.7.** Eye protection is mandatory for competitors, spectators & range personnel at the match site.
- 1.8.** Ear protection is mandatory for competitors, spectators & range personnel while on or near a stage of fire.

2. Disqualifications

2.1. Match Disqualification will result in complete disqualification of the team member from the match. The team member will not be allowed to continue with the match and the team will continue without the disqualified team member. The disqualified team member will not be eligible for prizes (if any), a refund of entry fee, nor a free entry into next match. The final decision will rest with the Range Master.

2.1.1. A Match Disqualification shall be issued for Negligent Discharge which is defined as:

2.1.1.1. The discharge of a firearm in an unsafe manner or unintentionally in which a projectile (bullet) strikes the ground within 3 feet of the competitor or range officer, or outside the confines of the backstop/implied 180-degree Safety Plane.

2.1.1.2. The discharge of a firearm during the load and make ready process, unloading process, pre-loading process.

2.1.1.3. The discharge of a firearm while reloading, moving, or transitioning during the course of fire while clearly not aiming in at a target.

2.1.2. A Match Disqualification shall be issued for unsafe firearm-handling which includes, but is not limited to handling a firearm while people are downrange, handling a firearm on a stage without permission of the range officer, or handling a firearm outside of a designated safety area or pre-loading area.

2.1.3. A Match Disqualification shall be issued for dropping a loaded firearm (see Rule 5.6).

2.1.4. A Match Disqualification shall be issued for allowing the muzzle of a firearm to break the implied 180-degree Safety Plane, except for the pistol while holstered and slung rifles and shotguns with the muzzle downward.

2.1.5. A Match Disqualification shall be issued for unsportsmanlike conduct which includes, but is not limited to cheating, altering targets, altering or falsifying score sheets, or changing firearms configurations to gain an advantage (see Rule 6.7).

2.1.6. A Match Disqualification shall be issued for using forbidden ammunition (see Rule 4.1).

2.2. Stage Disqualification will result in a zero score for that stage, but the team will be allowed to continue the match and be eligible for prizes (if any). The final decision will rest with the Range Master.

2.2.1. A Stage Disqualification will be issued for the stage if a team member is issued a match disqualification.

2.2.1. A Stage Disqualification will be issued for dropping an unloaded firearm.

2.2.2. A Stage Disqualification will be issued for hitting a designated non-rifle or non-slug steel target with rifle or slug ammunition (see Rule 4.2).

2.3. All disqualification will be issued by the Range Master.

3. Sportsmanship & Conduct

3.1. Competitors and spectators are expected to conduct themselves in a courteous, sportsman-like manner at all times. Disputes will be handled promptly and fairly by the Range Master.

3.2. Clothing with any offensive or obscene logos, sayings, pictures or drawings will not be worn or displayed while at the match site/range.

3.3. Competitors that intentionally fail to make a good faith effort to engage and hit targets in order to gain advantage, coaching by other competitors, and spotting for other competitors shall be considered unsportsmanlike conduct and will be cause for issuance of a procedural penalty to the competitor.

3.4. Any competitor who does not participate in resetting a stage shall be warned of the unsportsmanlike conduct. Continuance of such conduct will be cause for issuance of a

procedural penalty to the competitor. Further continuance of such conduct will be cause for match disqualification.

3.5. The Range Master shall be the final arbiter of any such penalties.

4. Ammunition

4.1. No tracer, incendiary, armor piercing or steel jacketed or jacketed sabot slug ammunition allowed. Violation of this rule will result in a match disqualification and financial liability for any damaged range material.

4.2. Certain steel targets (identified by the stage procedure) may only be engaged with certain ammunition. Steel targets that are designated as non-rifle shall not be engaged with rifle. Violation of this rule will result in a stage disqualification and financial liability for any damaged range material.

4.3. Pistol Ammunition shall be 9x19 cal. or larger.

4.4. Rifle Ammunition shall be .223 Remington (5.56 NATO) or larger, but no larger than .300 Win Mag.

4.5. Breaching Shotgun Ammunition shall be designated breaching ammunition only.

5. Teams and Members Qualifications

5.1. Team members must be active-duty, and are active or former tactical officers (i.e. SWAT).

5.2. Teams shall consist of 4 team members from the same agency, or an established multi-agency tactical team.

5.2.1. Special considerations will be given for smaller agencies/tactical teams.

5.2.2. Special considerations will be given for military tactical teams.

5.3. No more than 4 members in a team (no substitutes).

5.4. The team shall remain with the same registered members during the entire match.

6. Firearms

6.1. All firearms used by competitors shall be serviceable and safe, and shall be **duty weapons** authorized for carry and use on duty by their agency/department.

6.2. Each team member shall individually be equipped with one duty rifle and one duty handgun.

6.3. Each team is allowed one (1) additional/optional specialty rifle for long range multi-target engagements.

6.4. Each team shall have a designated breaching shotgun.

6.5. If a competitor's firearm becomes unserviceable during competition, that competitor may replace his/her firearm with another of the same model, caliber and sighting system approved by the Range Master.

6.6. For purposes of this ruling, a "firearm" consists of a specific caliber, receiver, barrel, and stock and sighting system combination.

6.7. The same firearm system, for each gun, per Rule 6.6, shall be used during the entire match.

6.8. Competitors will not reconfigure any firearm during the course of a match. (i.e. change caliber, barrel length, sighting systems or stock style.)

7. Required Equipment

7.1. Each team member shall have:

7.1.1. Ballistic eye protection

7.1.2. Hearing protection

7.1.3. Tactical BDU-style uniform

7.1.4. Body Armor

7.1.4.1. Must have rifle rated ballistic plates in both front and back.

7.1.5. Ballistic helmet

7.1.6. Gas mask (must be functional)

7.1.7. Rifle sling

7.1.7.1. Due to safety concerns rifle muzzle must be pointed downward when slung freely.

7.1.8. Handgun holster

7.1.8.1. Any holster, which will safely retain the pistol during vigorous movement, is allowed.

7.1.8.2. The holster material must completely cover the trigger on all semiautomatic pistols. Revolver holsters must completely cover the trigger and the cylinder.

7.1.8.3. Due to safety concerns shoulder holsters are disallowed.

7.1.8.4. Cross draw holsters will be judged on an individual basis by the Range Master. The concern is not to violate the 180-degree rule. (See Rule 2.1.4)

8. Other Equipment

8.1. Breaching Tools

8.1.1. Teams may bring their own set of breaching tools.

8.1.2. A standard set of breaching tools (ram and hallagan tool) shall be provided by the match officials.

8.2. Other equipment that will be required to be used at the match shall be provided by the match officials.

9. Stage Procedures

9.1. A stage briefing will be held for each squad of competitors.

9.1.1. A written stage briefing will be posted at each stage or course of fire prior to commencement of the match. This stage briefing will take precedence over any course of fire information published or otherwise communicated to competitors in advance of the match.

9.1.2. The Range Official in charge of the stage must read out the written stage briefing verbatim to each squad.

9.1.3. After the written stage briefing has been read to the competitors, and any questions about the course of fire have been answered, the competitors will be given a five (5) minutes to conduct an orderly inspection ("walkthrough") of the course of fire. If the course of fire includes moving targets or similar items, these should be demonstrated to all competitors for the same duration and frequency.

9.1.4. It is the responsibility of each competitor to attend the stage briefing in the designated time determined by the match schedule. Failure to be at a stage briefing without permission from the Range Master or Match Director will result in the competitor waiving their right to an official stage briefing and/or inspection ("walkthrough").

9.2. Unless otherwise stated in the written stage briefing, all handguns will start loaded and holstered.

9.3. Unless otherwise stated in the written stage briefing, all rifles will be "Squad Ready" with bolt closed on an empty chamber and loaded magazine inserted.

9.4. Unless otherwise stated in the written stage briefing, all breaching shotgun will be "Squad Ready" with bolt closed on an empty chamber and loaded magazine inserted.

9.5. Unless otherwise stated in the written stage briefing, all pre-staged firearms will be staged with the firearm's bolt closed on an empty chamber and a loaded magazine inserted and/or a fixed magazine tube loaded to division capacity.

9.6. Unless otherwise stated in the written stage briefing, all start positions will be standing on the designated start point facing down range and hands relaxed at sides.

9.7. Unless otherwise stated in the written stage briefing, no ammo shall be held in the competitors hand at the starting position or pre-staged anywhere in the stage.

9.8. Unless otherwise stated in the written stage briefing, all walls regardless of design are to be considered from the ground to infinity.

10. Scoring

10.1. Scoring per stage will be straight time plus penalties. Maximum time allowed to shoot any stage is 300 seconds (unless otherwise noted in the stage description).

Maximum penalty time for any stage (including target penalties) is 400 seconds.

10.1.1. Any paper target, designated as a "shoot" target must have either one (1) "A" hit OR one (1) "B" zone hit OR two (2) hits anywhere inside the scoring perforations on the target (i.e. minimum 2 "D" hits) to avoid a penalty.

10.1.2. Example of scoring and penalties on paper targets:

10.1.2.1. One "A" or "B" zone hit = no penalty

10.1.2.2. Two hits in any combination "C or D" = no penalty

10.1.2.3. Failure To Neutralize (FTN) where a paper target only has 1 non-"A" or non-"B" zone hit will incur a 5-second penalty for each target not neutralized.

10.1.2.4. Un-Hit Targets where a paper target was engaged but not hit will incur a 10 second penalty for each un-hit target.

10.1.2.5. Target Not Engaged (TNE) will incur a 15 second penalty each target not engaged.

10.1.3. Paper targets used in the match may be IPSC (old style), the new IPSC "Classic", reduced-size IPSC, or IDPA.

10.1.4. Designated "No Shoot" targets that are hit will incur a 30 second penalty for each hit on the "No Shoot" targets.

10.1.5. Frangible targets (clay pigeons) must break to be neutralized. Failure to neutralize (if engaged) will incur a 10-second penalty for un-hit target.

10.1.6. Knock-down style targets (i.e. poppers or steel) must fall to be neutralized. Failure to neutralize (if engaged) will incur a 10-second penalty for un-hit target.

10.1.6.1. Calibration standards for handgun targets will be a 9mm pistol with USPSA Minor Power Factor ammunition.

10.1.6.2. Calibration standards for rifle targets will be an AR-type rifle with 10.5" barrel and with standard production 55-grain rifle ammo.

10.1.6.3. Calibration standards for shotgun targets will be at the discretion of the Range Master due to the many variances of ammunition loads and chokes.

10.1.7. Swinging-style rifle targets must be struck solid enough to cause the hidden "flash card" to be visible and the Range Officer must call "Hit" on the target to be ruled neutralized. Failure to neutralize (if engaged) will incur a 10-second penalty for un-hit target.

10.1.8. Static steel targets must be struck solid enough to be visible and/or audible and the Range Officer must call "Hit" on the target to be ruled neutralized. Failure to neutralize (if engaged) will incur a 10-second penalty for un-hit target.

10.1.9. Any Targets Not Engaged (TNE) will incur a 15-second penalty.

10.1.10. Procedural penalties, 5 seconds per shot, may be assessed for failing to follow the stage directions as written.

10.1.11. Procedural penalties, 5 seconds, may be assessed for failing to follow the intent of the stage procedures.

10.1.12. Stage Not Fired (SNF) or Did Not Finish (DNF) penalty will be given zero score per stage not fired.

10.1.13. Targets shot with the wrong firearm or wrong type of ammunition will incur a procedural (see rule 10.1.10) if the target is hit, plus a 15-second failure to

engage penalty if the target becomes unavailable to be neutralized with the correct firearm. Additionally, if the target is damaged, competitor will be held financially responsible and must meet the responsibility before continuing to the next stage.

10.2. Stage Points

10.2.1. 1st Place for each stage will receive 100% of the designated stage points for the stage; 2nd Place and below will figure points on a percentage basis of the stage points from 1st Place.

10.2.2. Total points accumulated for all stages will determine the match placement by Division.

10.2.3. Ties will be broken by an undisclosed Tie Breaker Stage designated by the Range Master or Match Director.

10.2.4. Highest score wins.

11. Arbitration Rules & General Principles

11.1. Administration

11.1.1. Occasional disputes are inevitable in any competitive activity governed by rules. It is recognized that at the more significant levels of competition, emotions run high and the outcome is much more important to the individual competitor. Generally effective match administration and planning will prevent most disputes. However, in cases that disputes do arise, see Rule 11.2-11.3.

11.2. Access

11.2.1. Protests may be submitted for arbitration except the actual scoring of targets. However, protests arising from a disqualification for a safety infraction will only be accepted to determine whether or not an infraction as described by the range official was in fact unsafe. The commission of the infraction may not be protested.

11.3. Appeals

11.3.1. Decisions are made initially by the Range Officer. If the complainant disagrees with a decision, the Range Master should be summoned and asked to rule. The Range Master may consult with the Match Director for clarifications and/or interpretation of the written rules before making a rule. The decision of the Range Master is final.

****Note: Remaining calm and rational while arbitrating disputes will make this unpleasant job easier.***