

PA Steel Shooters League
Rule Book

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Section 1 League Organization

1.1 Host Clubs, Locations and Match Directors

Blue Ridge Sportsman Club

<http://www.blueridgesportsmanclub.com/>
1176 North Fairville Ave.
Harrisburg, PA 17112 United States

Match Director:

David Horan - djhoran@comcast.net - 717-991-9131

Guthsville Rod & Gun Club

<http://guthsvillerodandgunclub.org/>
2676 Valley Rd, Orefield, PA 18069
GPS: 40.622556,-75.607778

Match Director:

Tim Lutzko - theflyingcossack@yahoo.com

Lower Providence Rod & Gun Club

<http://lprgc.org/>
2857 Egypt Rd, Eagleville, PA 19403
GPS: 40.134142,-75.438241

Match Directors:

Mike Gottlieb - mikem1a1@aol.com
Andrew Schaefer - andrew@steelshooters.com

New Holland Rifle & Pistol Club

<http://www.nhrpc.org/>
589 Meetinghouse Rd, Gap, PA 17527
GPS: 40.074688, -76.005356

Match Director:

Jeff Willi: jeffreywilli@comcast.net

Ontelaunee Rod & Gun Club

<http://www.ontelaunee.org/>
8100 Gun Club Rd, New Tripoli, PA 18066
GPS: 40.698727,-75.79164

Match Directors:

Tom Olewine – tolewine@hotmail.com
Lenny Parry - lparry9mm@msn.com

Pricetown

52 Club Lane, Fleetwood, PA 19560
GPS: 40.432151,-75.861685

Match Director:

Kurt Omensetter - kurto52@me.com

Topton Fish and Game Assoc.

<http://toptonfga.com/>
26 Tina Ln, Mertztown, PA 19539
GPS: 40.502288,-75.68397

Match Director:

Joel Miller – Joel.Miller@rcn.com

1.2 League Officers

President

Steven Ruck - sjrucksr@comcast.net, 717-480-1530

Vice-President

Kurt Omensetter - kurto52@me.com

Secretary & Official Scorekeeper

Andrew Schaefer – Andrew@schaefer.nu

Treasurer

Steven Reppert – reppert@lvws.com, 610-509-8372

Sponsorship Coordinator

David Horan - djhoran@comcast.net - 717-991-9131

Section 2 Safety and Range Rules

2.1 General

Safety is of paramount importance at all Steel League matches. The handling of firearms is prohibited except while under the direct supervision of a range officer **OR** while at a “safe table”. No ammo is to be handled at the safe table. The handling of firearms in or at vehicles is **PROHIBITED**.

2.2 Cold Range

All Steel League matches run “cold” ranges. All firearms will be kept UNLOADED except on the firing line under the direct supervision of a Range Officer. If any competitors arrive at a range where a match is being held with a loaded firearm on their person (i.e. law enforcement officers, any other persons duly authorized to carry a loaded firearm, etc.), they must proceed directly to the Match Director and will be taken to the Unloading/Loading Station to enable such competitors to safely unload their firearms under direct supervision of a Range Officer prior to entering the range, and to safely load their firearms again on departure from the range. The Unloading/Loading Station should be conveniently located outside the entrance to the range, it should be clearly sign-marked and it must include a suitable impact zone.

A competitor who arrives at a match in possession of a loaded firearm and **Does Not** proceed immediately to the Match Director for the express purpose of safely unloading the firearm shall be subject to disqualification.

2.2.1 Gun Condition

1. Semi-autos must have chamber and magazine well empty with a flag present in the chamber to show clear.
2. Revolvers must have all chambers/cylinders empty.
3. If a competitor is thought to be in violation of the COLD RANGE rule, a Range Official will escort the competitor to a safe location as determined by the match director and direct the competitor to “unload and show clear”. If the firearm is found to be loaded, the competitor will be disqualified from the match.

4. Any gun found to have Dummy Rounds, Snap Caps, or the like will be considered a loaded gun and will result in a DQ.
5. During the match, contestants will refrain from handling their firearms, except when instructed by a match official or in designated areas (“Safe Tables”).

2.3 Safety Equipment

Eye and ear protection is required for all shooters and spectators at all times. Individuals observed without eye or ear protection will be required to leave the shooting area until such eye and ear protection is worn.

2.4 Dress Code

Offensive or objectionable garments are not allowed on the range. Anyone wearing items deemed to be offensive or objectionable will be given the opportunity, if possible, to remove and stow out of sight any offensive/objectionable garments. If they refuse, or it is not possible to remove the garments they will be asked to leave the range facility. The Match Director will have final authority regarding garments deemed offensive or objectionable.

Section 3 Safety Rules and Disqualifications

3.1 Disqualifications - General Principals

Competitors who have been disqualified may not shoot during the remainder of the event (i.e. if a competitor is disqualified during a morning session they may not compete in the afternoon session). However, completed match scores will still count (i.e. if a person shoots a complete score in the Open Auto division then disqualifies while shooting Open Revolver that competitor's Open Auto score still stands. Any shooter who is DQ'd 3 times in the season will lose their league shooting privileges for the remainder of the season.

3.2 Disqualification – Arbitration

If a competitor is disqualified for any reason during a match and wishes to challenge the disqualification through the Arbitration Committee there is a \$20 fee, refundable if the competitor is found to not be at fault. If the challenge is up held, the Arbitration fee will go to the general league fund. The Arbitration Committee shall consist of three (3) available members of the Steel League Board of Directors chaired by the President.

Arbitration must be requested by the competitor in writing, within one hour of the “violation” and before the close of competition on that day. The close of competition is defined as thirty (30) minutes after the last shot is fired for the shooting session.

3.3 Disqualification – Safety Violations

The following will be grounds for an automatic disqualification from the match:

3.3.1 Unsafe Gun Handling

1. Pointing a firearm up range (breaking the 180-degree line).
2. Dropping a firearm, whether loaded or unloaded, at any time during a course of fire.
3. Leaving the firing line with a loaded firearm, or possession of a loaded firearm anywhere other than on the firing line.

4. Retrieving a dropped firearm. Dropped firearms must always be retrieved by a Range Officer who will, after checking and/or clearing the firearm, place it directly in the competitor's gun case or gun bag. Dropping an unloaded firearm or causing it to fall outside of a course of fire is not an infraction; however, a competitor who retrieves a dropped firearm will receive a match disqualification.
5. "Sweeping" or pointing the muzzle of a firearm at any part of any person's body
6. "Moving" (taking more than one step) with a finger inside of a firearm's trigger guard.
7. Finger on the trigger during reload, unloading, loading or during remedial action.

3.3.2 Accidental Discharge

1. Any discharge while loading, unloading, reloading or lowering the hammer.
2. Any shot fired outside of a timed string.
3. Any shot fired into the holster, competitor or into the ground within a 10 foot arc of the competitor.

3.4 Disqualifications – Other Violations

The following will be grounds for an automatic disqualification from the match.

3.4.1 Prohibited Substance(s)

The abuse of alcohol, non-prescription and non-essential drugs, and the use of illegal or performance enhancing drugs, regardless of how they are taken or administered, to be an extremely serious offense.

Except when used for medicinal purposes, competitors and officials at Steel League matches must not be affected by drugs (including alcohol) of any sort. Any person who, in the opinion of the Match Director, is visibly impaired or under the influence of any of the items described will be disqualified from the match and will asked to leave the range. The

competitor may be banned from further league participation after review of the incident by the Steel League Board of Directors.

3.4.2 Unsportsmanlike behavior

Competitors will be disqualified from a match for conduct which a Range Officer deems to be unsportsmanlike. Examples of unsportsmanlike conduct include, but are not limited to, cheating, dishonesty, failing to comply with the reasonable directions of a match official, or any behavior likely to bring the sport into disrepute. The Rules Interpreter must be notified as soon as possible.

Other persons may be expelled from the range for conduct which a Range Officer deems to be unacceptable. Examples of unacceptable behavior include, but are not limited to, failing to comply with the reasonable directions of a Match Official, interference with the operation of a course of fire and/or a competitor's attempt thereof, and any other behavior likely to bring the sport into disrepute.

3.4.3 Eye and Ear Protection

A competitor who is deemed by a Range Officer to have intentionally removed or caused the loss of eye or ear protection in order to gain a competitive advantage will be disqualified.

3.4.4 Gun Handling

Under no circumstances are firearms to be handled in the parking lot of any host club. All gun handling must be done at a safe table only. Handling firearms in areas other than safe tables **OR** while **NOT** under the direct supervision of a Range Officer will result in disqualification.

3.5 Dropped Magazine

If a competitor drops a magazine or other ammunition holding device while on the firing line they should unload and show clear, holster or bag their firearm, then they may pick up their dropped magazine.

Section 4 Match Rules

4.1 Competition Divisions

Competition Divisions are intended to ensure a level field of competition by classing each competitor by firearm characteristics (style of firearm, sight type, etc.). It is the shooter's responsibility to properly declare their competition divisions(s) at match registration prior to the start of the match.

4.1.1 Open Auto

No restrictions on gun modification or the use of accessories such as gloves or extended magazines. Optics, sights, grips, compensators, weights, etc. are all legal provided the equipment maintains full function and safety in the opinion of match officials. Surrender starting position.

4.1.2 Open Revolver

No restrictions on gun modification or the use of accessories such as gloves or extended magazines. Optics, sights, grips, compensators, weights, etc. are all legal provided the equipment maintains full function and safety in the opinion of match officials. Surrender starting position.

4.1.3 Open .22 Pistol

Any .22 caliber semi-auto or revolver. No restrictions on gun modification or the use of accessories such as gloves or extended magazines. Optics, sights, grips, compensators, weights, etc. are all legal provided the equipment maintains full function and safety in the opinion of match officials. Low ready starting position.

4.1.4 Stock/Limited

No porting or compensators, no external weights, no optics are permitted. Surrender starting position.

4.1.5 Stock/Limited .22 Pistol

No porting or compensators, no external weights, no optics are permitted. Low ready starting position.

4.1.6 .22 Rifle

Any magazine fed semi-automatic .22 caliber rifle is permitted. Any sights permitted. No tube magazine fed rifles permitted. Low ready starting position. Firearm must meet the legal definition of a rifle or SBR. No Pistols allowed.

4.1.7 Pistol Caliber Carbine (PCC)

Any magazine fed semi-automatic pistol caliber rifle is permitted. Any sights permitted. No tube magazine fed rifles permitted. Low ready starting position. Firearm must meet the legal definition of a rifle or SBR. No Pistols allowed.

4.1.8 Fun

In addition to the seven (7) divisions listed in above, a SHOOT FOR FUN/PRACTICE class will be available. Any safe gun, which fits the categories listed above, is eligible. Competitor will start with gun in hand (Low Ready), muzzle pointed at the designated starting mark. Competitors shooting for FUN will not be eligible for or prize table.

4.2 Declared Division

If a competitor incorrectly declares a division, but qualifies for a different division they will be changed to another division in which their equipment is valid with no penalty, subject to the Match Director's approval.

4.3 Guns per Session

A competitor will not be permitted to shoot two (2) different (guns) divisions in one squad during the morning shooting session. A competitor must shoot one division in the morning and one division in the afternoon. A competitor may shoot two (2) (guns) divisions for score in the afternoon shooting session as long as no equipment change is needed, and may not be shot back to back. If a competitor shoots two (2) guns for score on any given match day they must be in different divisions so as to not gain a competitive advantage. A competitor may shoot three (3) (guns) divisions on a given match day but only two (2) will be for score and the third is not eligible for prize table points, it will be classified as "fun" (i.e. shoot one division in the morning and two in the afternoon).

4.4 Junior Competitors

Junior competitors are defined as those who are under eighteen (18) years of age on the day of the match. Juniors may shoot for free if shooting for fun.

All competitors under the age of eighteen (18) must be accompanied by their parent or guardian throughout the competition. If the parent/guardian is competing in the match they must be on the same squad as the junior competitor. All Junior or Pre-Teen competitors must be experienced shooters and understand how to properly handle a firearm. A liability waiver must be signed by both the competitor and their parent or legal guardian.

4.5 Penalties

4.5.1 Procedural Penalties

1. A competitor whose actions are in violation of specified stage procedures is considered to have committed a "procedural error". Procedural errors will result in a three (3) second penalty for each occurrence.
2. Improper movement or failure to move on stages where movement is required would be considered a procedural and a three (3) second penalty applied.

Section 5 Stage Design and Setup

5.1 General

Each League sanctioned match will consist of five (5) stages of shooting. ALL STAGES IN THE MATCH WILL COUNT FOR THE LEAGUE MATCH SCORE.

5.2 Stage Format Rules

1. All targets must be static steel (no knock down steel or paper targets).
2. Each stage must have five (5) targets.
3. A shooter may engage the targets in any order, as long as the STOP PLATE is engaged last, if there is a stop plate on that stage. If a competitor engages the stop plate at any time in their run, the run is over and any missed plates will be penalized according to the League rules regarding PENALTIES found in **Section 6 Match Scoring** .
4. A match must require a minimum of 125 rounds to complete (minimum round count = 125).
5. All targets are to be painted white and will be repainted prior to the next competitor including the edges.

5.3 Stage Design Rules

1. Stage design shall be at the option and the responsibility of the host clubs. There will be no specifically required stages.
2. No target may be closer than seven (7) yards, or more than fifty (50) yards from any shooting box.
3. No targets smaller than 18" x 24" are to be used at a distance greater than 25 yards.

4. If a stage contains a stop plate, the stop plate must be indicated with a RED post.
5. Stage layouts are to be consistent with good design practice as represented by other comparable matches. This includes target sizes and shapes as well as placement or height. No post, (2x4) or other target holder may be taller than 72 inches. All steel plates must be a minimum of 8 inches from the ground to the bottom of the target. Preferred target shapes are rounds, squares and rectangles. The minimum size of a target will be 8 inches.
 - a. Clubs in the league as of the date of the 2013 revision are exempt from this size requirement, however a 6 inch round circle must fit in the center of any target used.
6. Targets may not overlap when viewed from the shooter's box.
7. The shooting box dimensions shall be three (3) feet by three (3) feet square.
8. The low ready aiming point for .22 rimfire shooters shall be placed ten (10) feet downrange as measured from the front of the shooting box.

Section 6 Match Scoring

6.1 General

In steel scoring a competitor's time is their score plus any penalties from plate misses or procedural penalties incurred. Each stage consists of five (5) targets, commonly referred to as plates. Often four (4) are standard plates, and the fifth is designated as the stop plate. Each of the four standard targets must be hit once before hitting the stop plate, to avoid incurring penalties. If there is no stop plate on a given stage the competitor may engage the targets present in any order. Each target must be hit one time per run, to avoid incurring penalties. Competitors may fire as many rounds as necessary for each run in order to hit each target once.

6.2 Maximum Time

The maximum time allowed for an individual string is 30 seconds. Any hits made after the maximum time allowance will not be counted. The competitor may be stopped and asked to reload if they reach the 30 second limit.

6.2.1 Maximum Score

The maximum score for any string is 30 seconds, no matter how many misses or penalties may have been accrued during the string.

6.3 Misses (Standard Plates)

Any standard plate (non-stop plate) which has not been hit before the stop plate will count as a miss. Each miss on a standard plate will result in a three (3) second penalty, added to the competitor's time for that string.

1. When a Range Officer scores a miss, it is the shooter's responsibility to appeal the decision at the end of that string. The Range Officer will go downrange to inspect the target, after the shooter has been made safe.
2. If the bullet has left a clear mark on the face or edge of the plate, it will be scored as a hit. If there is no discernible mark, it will be scored as a miss.
3. If a competitor still feels the call is in error, he may appeal to the Official Scorekeeper or Match Director. The League Official's call will be final and no further appeals will be allowed with respect to the scoring decision. Once the

next string of fire has begun, there will be no further opportunity to appeal the Range Officer's call.

6.4 Misses (Stop Plate)

If there is a stop plate present on a stage and it is not hit to stop the run the score for that string is 30 seconds.

6.5 False Start (Early)

A competitor who is creeping (e.g. moving hands toward their handgun, moving their rifle, or physically moving towards a more advantageous shooting position or posture prior to the start signal). The competitor shall receive one warning. Subsequent False Starts shall receive a three (3) second procedural penalty per occurrence.

6.6 Throwaway

The worst run of the five (5) runs per stage will be thrown out and the other four (4) will be the competitor's score for that stage. The total of a competitor's stage scores will their total for the match. Total score for all stages will determine the finish order for final match standings.

6.7 Scoring Methods

All Steel events will be scored by sound actuated shot timers.

6.8 Score Sheets

If a match is scored on paper **NO** competitor will receive a copy of their score sheet until the entire squad has finished the last stage of the match.

If the match is scored electronically competitors will not receive a copy of their score sheet, they are permitted to take a photograph of their final score screen.

Regardless of the scoring type, no competitor shall leave until the entire squad has finished shooting.

6.9 Scoring Responsibility

It is the shooter's responsibility to provide the correct scorecard for each stage (if necessary), event and entry Division, and to verify their scores as written on the scorecard/electronic scoring device when finished shooting each stage.

6.10 Tie Scores - Stage

Should a tie for first place on any stage occur, the fastest single run of that particular stage will be used to break the tie. If still needed, the second-fastest and third-fastest runs will be used to break the tie.

6.11 Tie Scores - Match

Should a tie for overall placement occur, the competitor with the most stage wins (among the tied competitors) will be used as the tie-breaker.

6.12 Disqualification

If a competitor is disqualified (DQ) at a match for any reason they will receive a single league point for that match and the match does count towards the minimum number of required matches to qualify for the prize table.

6.13 Did Not Finish

If a competitor does not finish the match for any reason other than a disqualification, they will receive one fewer point than the lowest score in their division for the purposes of determining league points.

6.14 Match Makeup Scoring

Due to the number of matches, make-ups will not be allowed.

6.15 Scoring Questions

Any questions regarding the scores entered on the scorecard should be directed to the Range Officers on the stage before signing the scorecard or agreeing that the electronic scores are correct. If questions remain, the Official Scorekeeper or Match Director should be summoned.

6.16 Score Change

When the scorecard has been signed or the electronic scores agreed to be correct by the competitor and the Range Officer it is definitive and cannot be changed, other than to correct math errors or by mutual consent of the Official Scorekeeper and the competitor.

6.17 Protests

The Arbitration Committee shall determine eligibility for re-shoots, challenges to recorded scores or other protests, based on merit and circumstances. A League member competitor wishing to protest another League member's equipment or actions, or the ruling of a match official, must present the protest **in writing accompanied by a \$20 protest fee** to the Rules Interpreter, prior to the close of the match. The protest fee will be returned if the protest is upheld. See **Section 3.2 Disqualification – Arbitration** for the composition of the Arbitration Committee.

6.18 Payment in Lieu of Match Attendance

If a competitor cannot make the required number of matches they may pay the match fee of \$20 in advance, for each registered division, and receive credit for club attendance. The competitor shall receive one league point for the match, for each paid division, to indicate the match was paid. Payment must be received prior to the start of the missed match. The competitor must submit a Missed Match Form (available on the website) along with payment to the Official Scorekeeper. This can be done in person, or as part of registration at a prior match, or during registration at the match that is to be missed. Payment for a missed match will not be accepted after the match has concluded, unless Official Scorekeeper was properly notified and other arrangements made. Payment will not be accepted without a fully completed Missed Match Form.

6.19 Match Ranking

A competitor's match ranking will be a result of ranking each competitor within a given division in ascending order from the lowest overall time to the highest within the respective divisions, and then assigning point values will start at 100 points for the lowest (best) time in each division, and follow the ascending order of finish with one fewer point for each successive shooter (i.e. 2nd place gets 99 points, 3rd place gets 98 points, etc.). The competitor's League season score will be the aggregate total of their highest point totals from the minimum required number of Leagues

matches for that season (For Minimum number of matches per season see **Section 13.2.1 Matches Required**). After the League's scheduled season ends, there will be a prize banquet for League members where prizes and awards will be given out based on order of finish by point total.

Match scores for the League are considered only from the date of the competitor's membership in the League, prior scores cannot be grandfathered in. If a competitor competes in League matches as a non-member, then later joins the League the scores as a non-member do not count for the League standings.

Section 7 Equipment Rules

7.1 Holsters

In general, holsters shall be mounted in the general vicinity of the waist no further rear of the Hip Bone, must cover the trigger, and must safely hold/retain the gun. All centerfire handguns must be appropriate to be used in conjunction with a holster if they are to be drawn from a holster during a match. The following holsters will not be permitted – Rear cant(FBI), Drop Leg, Cross Draw, Inside the Waist.

7.1.1 Rimfire and PCC

Rimfire and PCC competition does not involve the use of a holster. Slings are not allowed. Rifles may be transported in bags/cases or secured in carts at the Safe Table and transported around the range. Rifles MAY NOT be handled except at each range under the supervision of an RO or at a Safe Table.

7.1.2 Draw from Concealment

Due to the unique nature of Steel Shooting, drawing from concealment is not allowed.

7.1.3 Safety Check

New League members not able to demonstrate prior experience speed drawing a handgun from a holster (e.g. IPSC, IDPA or NRA Action Pistol classification card) must submit to a safety check prior to starting their first match. The safety check will determine if the shooter has basic proficiency in performing a competition holster draw, including safe gun handling knowledge and ability. Rules Interpreter or Match officials of the host club will be responsible for performing such safety checks and will make the final determination of whether or not to allow the shooter to compete. A shooter requiring a safety check is advised to notify the Match Director of such prior to the match, and to arrive at the range about 30 minutes before the start of the match to have it performed.

Once a competitor has passed a safety check drawing from a holster for the use of one type of gun and **safely completes** their first match, he/she will be considered safety qualified at all subsequent matches.

7.1.3.1 Safety Check Juniors

All Jr. Shooters regardless of prior experience will be required to submit to a safety check prior to starting their first match. Match officials reserve the right to re-check any Jr. during the season.

7.2 Changing Equipment

The same gun, holster and holster position, if specified in a division, must be used throughout a specific match.

7.2.1 Mechanical Issues

If there is a mechanical problem requiring a change of equipment, equipment of similar make or model may be used as a replacement, subject to the approval of the Match Director. The replacement equipment must meet the same division guidelines, conditions or restrictions as the original equipment.

7.2.2 Approval

No change in equipment (gun, holster or holster position) is permitted without the approval of the Match Director. If a competitor makes such a change without prior approval, they will be disqualified from the match.

7.3 Ammunition Carriers

Each competitor is expected to come to the firing line ready to shoot, with an appropriate amount of ammunition in an appropriate number of magazines, speed-loaders or other loading devices. Match delays caused by (for example) excessive time spent loading magazines while on the firing line may be referred to the Match Director for Guidance. A competitor may have an assistant to help them in reloading, if needed. Should they not be prepared and it would cause a severe delay while they prepare, the Range Officer may move them down in the shooting order until they are prepared.

7.4 Arm Braces

Attachments that add stability to a handgun, such as an arm brace, are strictly prohibited

Section 8 Handicapped/Disabled Competitors:

8.1 Waiver

Handicapped or disabled competitors must seek and obtain approval from the Match Director for any waiver in relation to the type and or placement of their holster and related equipment. The Match Director's decision regarding the safety and suitability of such equipment will be final.

8.2 Incapacity/Injury

A competitor unable to fully execute any part of a course of fire due to incapacity or injury may, prior to making his attempt at the course of fire, request that the Match Director and the Rules Interpreter apply a procedural penalty in lieu of the stated course requirement per run. They may waive or modify procedural penalties in respect of a competitor who has a significant physical disability prior to the competitor making his attempt at the course of fire.

Section 9 Ammunition Rules

9.1 Ammunition

All ammunition used in competition must be safe, serviceable and appropriate for the firearm being used.

9.1.1 General

1. No multiple-projectile loads are allowed.
2. No magnum loads or ammunition is allowed.
3. No steel core or steel jacketed ammunition is allowed. If it is attracted to a magnet it is not allowed.
4. No armor piercing, incendiary or tracer ammunition is allowed.
5. Any ammunition deemed unsafe or likely to damage the targets will not be allowed to be used.
6. If it is determined that a competitor's ammunition damaged targets the competitor will be responsible for reimbursing the host club for the value of the damaged target(s) at the discretion of the Match Director.

9.1.2 Centerfire

1. 9 mm Luger (9x19 mm) or 38 Special is the minimum cartridge for centerfire divisions.

9.1.3 Rimfire

1. .22 Long Rifle (.22 lr.) is the minimum cartridge for rimfire division. No powderless ammo.

Section 10 Stage Procedures and Range Commands

10.1 Competitor Responsibility

When called to the firing line, it is the shooter's responsibility to come to the line prepared to shoot, and familiar with the stage procedures and range commands. If a shooter is unsure of or unable to comply with stage procedures or range commands they should direct questions to the Range Officer before the make ready command is given.

10.2 Start Position

1. The start position is standing within the box. When the competitor is ready they will assume the required start position to indicate their readiness to the Range Officer. The competitor must remain in the appropriate position until the start signal.
2. In centerfire competition, hands are to be held in the "SURRENDER POSTION" with WRISTS and hands above the shoulders and fully visible from behind.
3. For all rimfire and PCC divisions, there will be an aiming point (flag or sign) centered downrange directly in front of each shooters box approximately ten feet (10') away. Where multiple boxes are on a stage, the flag will be placed in the center of the array. The competitor while waiting for the start signal, must be pointing/aiming their firearm at the flag/sign with their finger outside of the trigger guard.
4. A competitor not in the proper start position at the start signal will incur penalties.
5. Any firearm that begins a stage from the low ready shall require the shooter to start with the finger outside of the trigger guard. Said firearm may start with the hammer cocked and, if applicable, with the safety off.

10.3 Range Commands

The Range Official will direct the competitor using the following commands:

10.3.1 “Make Ready”

Under the direct supervision of the Range Officer, the competitor must face down range and prepare their firearm. The competitor must then assume the required start position. At this point the Range Officer will proceed.

The “make ready” command signifies the start of the competitor’s attempt at the stage. Once the “make ready” command has been given, the competitor must not move away from the start location without the prior approval, and under the direct supervision, of the Range Officer.

10.3.1.1 Sight Pictures

The competitor will have a maximum of two minutes after the “Make Ready” command to prepare themselves for the run. Practice sight pictures will only be done at this time, and only with an unloaded firearm.

10.3.1.2 Rimfire and PCC shooters

Will be able to take a loaded sight picture on their first target only, on each string. Any shooter moving to additional targets with a loaded firearm will incur 1 procedural penalty per string.

10.3.2 “Are You Ready”

The lack of any negative response from the competitor indicates that he/she fully understands the requirements of the course of fire and is ready to proceed. If the competitor is not ready at the “Are you ready” prompt, he/she must state “NOT READY”.

10.3.3 “Stand By”

This command should be followed by the start signal within 1 to 4 seconds.

10.3.4 Start Signal

At the Audible start signal the competitor is to begin their attempt at the course of fire. If a competitor fails to react to the audible start signal, for

any reason, the Range Officer will confirm that the competitor is ready to attempt the course of fire, and will resume the range commands from “Are You Ready”.

10.3.4.1 Alibi

Once the competitor moves their hands (for divisions starting with a holstered firearm) or moves the forearm in an upward motion (for divisions starting at low ready) the run will stand. There will be no “Restarts” or “Alibis” unless a safety issue arises.

10.3.5 Subsequent Runs

The shooter should reload if necessary and assume the appropriate start position.

10.3.6 “Stop”

Any Range Officer assigned to a stage may issue this command at any time. The competitor must immediately **CEASE FIRING, STOP MOVING AND WAIT** for further instructions from the Range Officer.

10.3.7 Completion

“If you are finished, unload and show clear”

After the completion of the final string, or if the competitor is unable to complete all of the proscribed strings on any particular stage for whatever reason, the Range Officer will issue this command. If the competitor has finished shooting, he/she must lower their firearm, completely unload it and present it for inspection by the Range Officer with the muzzle pointed downrange.

1. Semi-automatic firearms must be presented with magazine removed, slide locked or held open, and chamber empty.
2. Revolvers must be presented with the cylinder swung out and empty.
3. If the firearm is not clear, the Range Officer will instruct the competitor to clear the firearm before proceeding to the following command.

10.3.8 “If clear, hammer down and holster”

After issuance of this command, the competitor is prohibited from firing. While continuing to point the handgun safely downrange, the competitor must perform a final safety check on the firearm as follows:

10.3.8.1 Centerfire semi-automatics

Release the slide and pull the trigger (without touching the hammer or decocker, if any), allowing the firing pin to drop on an empty chamber.

10.3.8.2 Rimfire semi-automatics

All rimfire semi-automatic firearms must be flagged with the slide/bolt forward whether or not the competitor has dropped the hammer on an empty chamber. Flags may be in the chamber or in the magwell.

10.3.8.3 Revolvers

Close the empty cylinder (without touching the hammer, if any)

10.3.8.4 Clear

If the firearm proves to be clear, the competitor must holster or bag their firearm. If the competitor is shooting a rimfire rifle the rifle must be cleared as above, then will be placed safely in a range cart and secured or placed in a long gun case that covers it entirely and securely.

10.3.8.5 Accidental Discharge upon Hammer Down

If the firearm discharges at the point where the competitor is to drop the hammer on an empty chamber it will result in a warning from the Range Officer if it impacts further than 10 feet from the competitor and into a safe backstop. Subsequent accidental discharges shall result in a Match Disqualification. If the round impacts within 10 feet of the competitor or goes over the backstop it will result in an immediate match Disqualification.

10.3.9 “Range is clear”

This declaration signifies the end of the stage for that competitor. Once the declaration is made, officials and competitors may move forward to score/paint targets. All competitors are required to help pant and retrieve

brass. Any competitor not participating may be DQ'd under 3.4.2 Unsportsmanlike behavior.

10.3.10 Leaving the Firing Line

No competitor may leave the firing line position until the firearm has been unloaded, inspected and cleared by the Range Officer. The firearm will then be holstered or placed in a gun bag. If the competitor is shooting a rimfire rifle the rifle will be placed safely in a range cart and secured or in a long gun case that covers it entirely and securely.

10.4 Equipment Malfunctions

Should a competitor's equipment malfunction, the string of fire will be scored, the competitor's firearm shall be cleared per **Section 10.3.7 Completion**, and the competitor will be allowed to retire for repair or replacement of the equipment in a safe area. The Range Officer will proceed with the next competitor.

1. The Range Officer will retain the competitor's scorecard until such time as the competitor returns to resume their attempts at the stage.
2. In the event that a firearm cannot be unloaded due to a broken or failed mechanism, the competitor will notify the Range Officer. Under no circumstances shall a competitor leave the firing line with a loaded firearm.

Section 11 Range Officer Duties

11.1 Range Officer Responsibilities

** A Range officer is considered the person running the shooter and the person recording scores. Both individuals should be qualified to perform their respective duties. **

1. Range Safety.
2. Adherence to Club and League rules for conduct of the match.
3. Assignment of squad member duties such as brass pickup and target painting.
4. Explaining stage procedures and running the firing line
5. Insuring that scores are properly recorded electronically or on paper, and competitors sign-off on scores prior to leaving the firing line.
6. Maintaining conditions conducive to fair competition.
7. Maintaining a reasonable cadence when calling the line.

The Range Officer **has full authority** over the members of the squad, and may stop a competitor from further match competition if, in their judgment, the competitor has committed a serious breach of safety and/or unsportsmanlike conduct. If the matter cannot be resolved by the RO the chain of command will be as follows, Range Officer, Match Director, Vice President, President.

The Range Officer and Score Keeper shall pay particular attention to accuracy and legibility of the times being written/recorded electronically. If a shooter challenges the time it will be up to the Range Officer and Scorekeeper to determine if the challenge can proceed. The competitor may then reshoot the challenged run. The competitor can only challenge one (1) run per session, i.e. one (1) per am squad and one (1) per pm squad. If a competitor becomes a habitual challenger, they will be asked to not participate in future matches.

If a shot timer does not pick up the last shot of the run, for whatever reason, the competitor shall reshoot that run.

Section 12 League Scoring and Prize Table

12.1 Purpose

The Steel League Scoring structure is designed to award points from each qualified league match to the league member competitors that participated in that match for the purpose of assigning a pick order at the end of the season. This pick order will determine prize picks from the prize table at the Steel League Banquet at the end of each season.

12.2 League Point Structure

The first place (lowest score) League competitor in any given division shall be awarded 100 league points in a qualified League match. The Second place League competitor shall receive 99 points. This point structure shall continue in descending order until all League member competitors have been assigned the appropriate amount of points for a match in which they participated. The competitor's score for a season is the aggregate total of their highest point total, including those matches up to the minimum number of matches required per season. See **Section 13.2.1 Matches Required** for the minimum number of matches required per League Season.

12.3 Qualifying Matches

Match scores for the League are considered ONLY from the date of the competitor's membership in the League; prior scores cannot be grandfathered in. If a competitor competes in League matches as a non-member, then later decides to join the League the scores prior to membership are lost.

Match Scores earned in one division are not transferrable to another division (i.e. Open Auto scores do not transfer to Open Revolver).

12.4 Prize Table Position Tie Breaker

If a prize table pick position is tied between two competitors with the same number of overall points the higher pick position shall be awarded to the competitor who has the greatest number of higher numerical point scores. For example, if both competitors have the same number of 100 point matches the competitor with the higher number of 99 point matches shall win the higher pick position. If they are

tied with the same number of 99 point matches then the higher number of 98 point matches shall win, and so on in the same manner down the points ranking until a winner is decided.

12.5 Divisions per Season

There will be seven (7) separate Steel League Divisions (**Section 4.1 Competition Divisions**). League prizes will be awarded based on these separate divisions. As a League member, a shooter may compete in any TWO (2) divisions for the season, or switch from one division to another division at any time (Any League points earned in one division are NOT transferrable to another division, i.e., Open Auto to .22 Rifle). See **Section 13.2.1 - Matches Required** for the required number of matches per season to qualify to pick from the prize table for a given division.

Section 13 League Requirements

13.1 Participating Club Requirements

13.1.1 Matches Per Club

Each participating club will host two matches per match season (see League match schedule flyer for dates and clubs). Participating clubs may schedule as many additional non-sanctioned matches as they wish. Each club will promote their own matches.

13.1.2 Sanctioned Matches

Any member club holding matches in contravention of the League rules shall have the match declared a non-sanctioned match and League members will not be required to compete in the match as a part of the year end results nor shall those non-sanctioned match scores be counted in the League standings.

13.1.3 Season

All sanctioned League matches shall be held between March 15th and Oct 30th.

13.1.4 Match Days

All member clubs shall hold their matches on Sundays unless prohibited by local laws, local rules, contracts or club rules.

13.1.5 Start Times

Steel League matches will feature two sessions starting at 8:30 am and 1:30 pm. Unless otherwise stated for the Club. (see website for match details)

13.1.6 Registration

Pre-registration is highly suggested. Pre-registration will be open the week prior to the match. Match Day Registration will open no less than 1 hour prior and close 15 mins prior to the start of the session. All competitors (pre-registered or not) must check in with the registration staff at the match. Any shooter not checked in with staff 15 mins prior to the start of a session will not be permitted to shoot that session. In the event of a large turnout for a match it will be the discretion of the League President and Match Director to close registration to additional walk on shooters. In this case league members will have priority over non-league walk on shooters, all pre-

registered shooters will shoot their session. Any shooter who pre-registers and is unable to make the match are to notify the league score keeper as soon as possible. Shooters who habitually pre-register for matches and not show up may lose shooting privileges at the matches.

13.2 Competitor Requirements

13.2.1 Matches Required

Shooters who wish to pick from the year end prize table will need to have attended or pre-paid for 1 match at each league club for each qualifying division. In addition, shooters must have 7 scores in each registered division. Pre-Paid matches will count for attendance and one point will be given for that match. Pre-Paid matches must be received by the Official score keeper or Match Director prior to the start of the match. See Section 12.2 League Point Structure for further Scoring information.

13.2.2 League Membership Fees

The League annual membership fee is \$25.00. The \$25.00 fee covers competition in any two divisions and is valid until the end of the calendar year. A competitor may shoot additional divisions for fun as the rules allow. Membership applications may be obtained from the League website: <http://steelshooters.com/>, from the League Treasurer, or in person at a League Match. Membership to the league will be closed once a competitor cannot meet the requirements for prize table eligibility.

13.2.3 Match Fees

Fees for any competitor will be \$20.00 per match, per division, per session. Exception will be for non-member Jr's (Under 18) who will shoot for free.