

## Penalties Overview

There are five types of Penalties in SASS matches: 5-second penalties, 10-second penalties, Stage Disqualification penalties, Match Disqualification penalties, and Failure to Engage/Spirit of the Game penalties. For a more in-depth understanding of all penalties, please attend a SASS RO 1 Course.

### 5-SECOND PENALTIES

Misses are 5-Second penalties. Revolver, rifle, and shotgun targets must be engaged with the appropriate type of firearm. A MISS is defined as the failure to hit the appropriate target type using the appropriate type of firearm and includes:

- Each missed target.
- Each unfired round.
- Inadvertently left rounds in a revolver are misses, unless there is an unfired round under the hammer, in which case it is a Stage DQ.
- Each target hit with an incorrect firearm – either intentionally or by mistake.
- Each target hit with illegally acquired ammunition.

### 10-SECOND PENALTIES

10-second penalties include “Procedural” (P) penalties and Minor Safety Violations (MSV). Procedural errors are simple, unintentional mistakes made as a result of “brain fade” or confusion, where the competitor engages the stage in a way other than how it was intended. Procedural penalties cannot exceed one per stage. Minor Safety Violations (MSV) are lesser safety infractions that do not directly endanger persons.

#### **Procedural (P) infractions include:**

- Failure to attempt to fire a firearm, engage a prop, or perform a stage maneuver.
- Shooting targets in the wrong order.
- Engaging the stage in the wrong order.
- Use of illegally acquired ammunition.
- Not returning revolvers to leather (unless otherwise specified).
- First offense in the same match for “shooting out of category.”

#### **Minor Safety Violation (MSV) infractions include:**

- Leaving empty or live round(s) in a magazine or carrier of the long gun in which it was loaded.
- Open, empty long guns that slip and fall – but do not break the 170° safety rule or sweep anyone.
- Cocking a revolver before it reaches 45° down range.

## **STAGE DISQUALIFICATION PENALTY (SDQ)**

A Stage Disqualification (SDQ or “Stage DQ”) is generally a safety violation of a more serious nature, and means the competitor’s time and performance on the course of fire is disqualified as a result of the violating action by the shooter.

- Shooting on the move (continuous, fluid movement while engaging targets).
- Any dropped unloaded firearm on the firing line.
- Long guns that slip, fall, and break the 170°.
- Violation of the 170° Safety Rule/Failure to maintain appropriate muzzle control.
- Any discharge striking anything 5 – 10 feet from the shooter.
- Returning a revolver to leather with the hammer not fully down on a spent round or empty chamber.
- A cocked revolver leaving the shooters hand.
- A live round left in the chamber of a long gun.
- Second offense, in the same match, for “shooting out of category.”
- Changing location/moving with a live round under a cocked hammer or firearm with the hammer down on a live round.
- Changing location with a long gun with the action closed and the hammer cocked.
- Unsafe firearm handling.
- Loading at other than the designated loading position or firing line.
- Use of an illegal or illegally modified firearm.
- Holstering or staging a revolver with the hammer down on a live round.
- Sweeping anyone with an unloaded firearm.
- Failure to adhere to loading and unloading procedures.
- Leaving the firing line once the stage has begun for any reason.
- Dry firing at the loading or unloading areas.
- De-cocking a revolver, rifle, or hammered shotgun without positive direction to do so from the CRO/TO.

## **MATCH DISQUALIFICATION PENALTIES (MDQ)**

A Match Disqualification (MDQ or “Match DQ”) penalty is of the most serious in nature, and means the shooter puts his/her firearms away and is done shooting for the duration of the match.

- Two accumulated Spirit of the Game assessments.
- Two accumulated SDQ penalties (even on the same stage). \*This does not apply to a single action that carries multiple penalties (e.g. breaking the 170° with an unloaded firearm AND simultaneously sweeping someone).
- Belligerent attitude or unsportsmanlike conduct.

- Willful failure to comply with a “Cease Fire” or “Stop” command given by, and while under the positive control of the CRO/TO.
- Shooting under the influence of alcohol, prescription drugs, or any substance or medication that may impair the shooter’s physical or mental abilities.
- A shooter leaving the firing line with an un-cleared, malfunctioning firearm unless under the direct supervision of a Match Official.
- Shooting illegal ammunition (Ammo which exceeds the max velocities, and ringed or necked shotgun shells. This does not include ammo that does not meet the power factor).
- Dropping a loaded firearm.
- Any discharge that hits the ground or stage prop less than five feet from the shooter.
- Any discharge at the loading or unloading areas.
- Any discharge that is deemed unsafe.
- Sweeping anyone with a loaded firearm.
- Third offense, in the same match, for “shooting out of category.”
- Interpersonal conflicts.

### **FAILURE TO ENGAGE/SPIRIT OF THE GAME**

A Failure to Engage or a Spirit of the Game infraction carries a 30 second penalty. The accumulation of two Failure to Engage/Spirit of the Game penalties in the same match results in a Match Disqualification Penalty.

- Willfully shooting a stage other than the way it was intended in order to gain a competitive advantage (Spirit of the Game).
- Shooting ammunition that does not meet the power factor or minimum velocity. The penalty is applied for each stage a competitor is checked and their ammunition is found to not meet the power factor or minimum velocity (Spirit of the Game).
- Willfully refusing to make an attempt to complete any non-shooting procedure written within the stage instructions (Failure to Engage).

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