

Penalties Overview (2024 SHB Version 27.5 pp. 21-23)

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.

Double Jeopardy applies- a miss cannot cause a procedural. To help understand this concept, please reference the Miss Flow Chart in Section 7 of this handbook.

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.”
- Firing more rounds than specified in the stage instructions.

Minor Safety Violation (MSV) infractions include:

- Leaving empty or live round(s) in a magazine, action, or carrier of the long gun in which it was loaded.
- Leaving an empty in the chamber of a long gun.

- 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 that hits the ground or non-expendable stage prop 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 shooter’s hand.
- Staging or discarding a long gun containing a live round in the chamber (once it leaves the shooter’s hands).
- Initially staging a long gun with the action closed/hammer cocked over a live round (once it leaves the shooter’s hands).
- 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 ***(exception for long guns from the loading table to the stage with no round chambered).***
- Unsafe firearm handling.
- Loading at other than the designated loading position or firing line.
- Use of an illegal or illegally modified firearm.
- Use of outlawed items or illegal equipment.
- 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 stage once the first round goes down range for any reason.
- Dry firing at the loading or unloading tables.
- Decocking a revolver, rifle, or hammered shotgun to avoid penalty without positive direction to do so from the 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 Failure to Engage/Spirit of the Game assessments.
- Two accumulated SDQ/DNF 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 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 (e.g., Ammo that 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 non-expendable 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).