



**ISMOC Airsoft Sports (iAS)
Multi Discipline Competition Rules
(30 April 2022)**

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CHAPTER 1: Fundamentals of Competitions

1.1 Basic Principles

1.1.1 Members of ISMOC who are members of local or international recognized Gun Club and/or affiliated shooting Team can join sanctioned matches.

1.1.2 Match Officers certified by ISMOC shall officiate in sanctioned matches.

1.1.3 Safety is paramount in ISMOC competitions. Courses of fire or stages should be designed and run with due consideration to safety of the competitors, match officers, and spectators.

1.1.4 Gun Safety Rules

1.1.4.1 Always assume that a gun is loaded.

1.1.4.2 Never point a gun at anyone or anything that you do not want to shoot.

1.1.4.3 Make sure of what you are aiming at and what is behind or around it before pulling the trigger.

1.1.4.4 Keep your finger off the trigger until you are ready to shoot the target.

1.1.4.5 Persons who are under the influence of alcohol and prohibited drugs are not allowed to join sanctioned matches.

1.1.4.6 All guns should be unloaded while inside the range except when you are given a command by the Match Officer to load the gun at the start position and while shooting targets within a course of fire.

1.1.5 Courses of fire or stages are presented as a shooting problem or challenge that give the competitor freedom to solve them according to their style within the bounds of the rules and regulations stipulated in this rulebook.

1.1.6 Courses of fire or stages should be designed and set-up in a very creative manner to make them enjoyable to shoot but at the same time they have to be challenging to develop the necessary skills of members to become globally competitive.

1.1.7 Shooters will compete based on their accuracy and speed while using the ammunition appropriate for their Division.

1.1.8 Match organizers should submit the course diagrams to the match sanctioning committee for approval. The Zone Director and/or ISMOC District Coordinator and MOO District Coordinator will inspect the courses of fire for approval before the actual match.

1.1.9 The MINIMUM distance from the competitor of metal targets shall be *4 meters for Small Falling Target and Falling Plates; 6 meters for Big Falling Target, and 4 meters for Small and Big Bowling Pins.*

1.1.10 Firearms shall always be in condition 3 while on the firing range except when commanded by the Match Officer to load the gun while preparing to shoot the stage and in the process of engaging the targets within the course of fire. Shooters shall not remove their firearms from their bags and gun cases to holster in the parking lot. Firearms shall only be handled in the designated safety areas and during the course of fire as commanded by the Match Officer. It is prohibited to handle live ammunition in the safety areas. Violation will be penalized with disqualification from the match.

- 1.1.11 Competitors will be given a stage briefing and a walk-through to familiarize them with the course of fire before shooting the stage.
- 1.1.12 Competitors, Match Officials, and spectators should wear eye protection at all times.
Ear Protection is not required for ISMOC/PSMOC Airsoft Sports matches.
- 1.1.13 For Hong Kong sanction matches, maximum muzzle velocity or FPS is not greater than 2 Joules (see Rule 6.2.2)
- 1.1.14 For Japan sanction matches, maximum muzzle velocity or FPS is not greater than 0.98 Joules. Legal requirements are based on an airsoft model manufacturers to prevent any possibility of replica firearms being converted into actual firearms (see Rule 6.2.2).

1.2 Classification System

Grand Master	95% to 100%
Master	85% to 94.99%
Class A	75% to 84.99%
Class B	60% to 74.99%
Class C	40% to 59.99%
Class D	Below 40%

- 1.2.1 Shooters can be classified by joining designated Classifier Matches. The average of two percentiles from the designated classifier matches will be used to determine the classification of each shooter provided that at least two recognized Grand Masters will shoot in the Division.
- 1.2.2 Sample Computation: $95\% + 87\% = 182$ divide by 2 = 91% = Master Class

CHAPTER 2: Types of Courses

- 2.1 **Speed Course** - consists of metal targets and other approved targets that must fall in order to score and should not exceed 9 rounds to complete.
- 2.2 **Intermediate Course** – consists of metal targets and other approved targets that should not exceed 20 rounds to complete.
- 2.3 **Ultimate Course** – consists of metal targets and other approved targets that should not exceed 48 rounds to complete.
- 2.4 Match organizers are free to determine the ratio of the courses of fire but there should be at least one speed, one intermediate, and one ultimate course per match.

2.5 **Stage Information** – A written stage briefing approved by the Match Master must be posted at each course of fire prior to commencement of the match. This briefing will take precedence over any course of fire information published or otherwise communicated to competitors in advance of the match, and it must provide the following minimum information:

- Stage Number
- Type: (Speed, Intermediate, Ultimate)
- Scoring Method (Time or Points Factor)
- Targets (Type & Number)
- Minimum number of rounds
- Start Position
- Condition of Firearm
- Time Starts (Audible or Visual Signal)
- Procedure

CHAPTER 3: Types of Sanctioned Matches

- 3.1 **Level 1** - will have at least 5 stages. It is mandatory to have at least one speed, one intermediate, and one ultimate stage. Must be approved by the Zone Director, PSMOC District Coordinator, and MOO District Coordinator. Multi registration in different divisions is allowed in this level for purposes of fund raising and to give shooters the opportunity to shoot different types of firearms in a match provided he/she pays the registration fee for the new division. However, he will only be eligible to win awards or prizes in the first division that he shot the stages and in Limited 10 Division.
- 3.2 **Level 2** - will have at least 8 stages. It is mandatory to have at least one speed, one intermediate, and one ultimate stage. Must be approved by the President, MOO Executive Director, Zone Director, PSMOC District Coordinator, and MOO District Coordinator. Shooters may register and win awards and prizes in a division of choice and in Limited 10 Division.
- 3.3 **Level 3** - will have at least 12 stages. It is mandatory to have at least one speed, one intermediate, and one ultimate stage. Must be approved by the President, MOO Executive Director, Zone Director, PSMOC District Coordinator, and MOO District Coordinator. Shooters may register and win awards and prizes in one division only.
- 3.4 **Level 4** - will have at least 18 stages. It is mandatory to have at least one speed, one intermediate, and one ultimate stage. Must be approved by the President, MOO Executive Director, Zone Director, and Corporate Secretary. Shooters may register and Secretary win awards and prizes in one division only.
- 3.4 **Level 5** - will have at least 30 stages. It is mandatory to have at least one speed, one intermediate, and one ultimate stage. Must be approved by the President, MOO Executive Director, Zone Director, and Corporate Secretary. Shooters may register and Secretary win awards and prizes in one division only.

CHAPTER 4: Types of Targets and Scoring Methods

- 4.1 Paper targets as shown in Exhibit 1 will have 3 scoring zones. Refer to Exhibits 2-3 for other types of targets. New target formats for handgun and 2-Gun matches may be introduced by the Executive Committee upon the approval of the PSMOC Board and may be scored using the Points Factor method or the Time Scoring Method depending upon the policy of the PSMOC Board as follows:

4.1.1 Points Factor or Scoring Tally Method (Total Points less Penalties divided by Time with unlimited number of shots to be fired)

Penalties

A (Alpha)	=	5 Points
B (Bravo)	=	3 Points
C (Charlie)	=	1 Point
Miss (Mike)	=	- 10 Points
Penalty Target	=	- 10 Points
Procedural	=	- 10 Points

4.1.2 Time Scoring Method (Raw time plus penalties with unlimited number of shots to be fired). Lowest time plus penalties wins.

Penalties

A (Alpha)	=	No penalty
B (Bravo)	=	+0.40 second
C (Charlie)	=	+0.80 second
Miss (Mike)	=	+3.00 seconds
Penalty Target	=	+2.00 seconds
Procedural	=	+2.00 seconds

- 4.2 Standard or universal scoring rules will apply in the determination of points and penalties e.g. if the bullet hole touches the line or perforation of the higher scoring zone, if the bullet hole will not touch the tucker line of a Penalty Target, shoot through, hardcover, softcover, ricochets, etc.
- 4.3 If the competitor fails to shoot a Stage, the total no. of rounds of said Stage will be multiplied by 3 seconds which will be added to the Match Score of the shooter.

e.g. If the competitor did not shoot one (1) Speed Course with a total of 9 rounds;
9 rounds X 3 sec. = 27 seconds. 27 seconds will be added to the shooters Match Score.

4.4 Team Competitions/Team Eligibility

4.4.1 All members of the competing team must be under one division only. If the minimum number of members is not achieved, the team/group will not be allowed to compete. However, they may compete as individual competitors.

4.4.2 If a team member is disqualified from the match, he/she will get the default Total Time for each stage that he/she did not shoot which will be added to his/her Match Time.

CHAPTER 5: Categories

5.1 Qualified competitors will compete in different categories as follows:

5.1.1 **Super Junior Category** - Competitors who are *below 16 years of age* on the 1st day of the match. Will get 50% discount on registration fee on level 2 and Higher matches sanctioned by ISMOC.

5.1.2 **Junior Category** - Competitors who are *below 21 years of age* on the 1st day of the match. Will get 50% discount on registration fee on level 2 and Higher matches sanctioned by ISMOC.

5.1.3 **Lady Category** – Female competitors.

5.1.4 **Senior Category** - Competitors who are *50 years of age* on the 1st day of the match.

5.1.5 **Super Senior Category** - Competitors who are *60 years of age* on the 1st day of the match. Will get 50% discount on registration fee on level 2 and Higher matches sanctioned by ISMOC.

5.1.6 **Lawman Category** – Competitors who are organic personnel of military and law enforcement agencies. Will get 50% discount on registration fee on level 2 and higher matches sanctioned by ISMOC.

5.1.7 **Milsim Category**- This is a special category for Airsoft Milsimers or Wargamers. Competitors must be in full BDU or battle gear uniforms (not allowed are local law enforcement issued BDUs except if the competitor is an organic member of the military or law enforcement agencies which automatically moves the said competitor to the Lawman Category). Full BDU is defined as compete headgear (helmet, cap or boonie hat), upper and lower uniform, combat shoes and chest rig. Other paraphernalia are optional.

CHAPTER 6: Handgun Divisions

- 6.1 Competitors will compete in their respective Handgun Divisions as follows:
- 6.1.1 **Unlimited Division** - Pistol can have electronic sights/scopes, laser aiming devices, installed flashlights, compensators, barrel and slide ports, no limit on handgun size. Maximum length of magazines is 170mm.
 - 6.1.2 **Stock Hi-Cap Division**– Semi-auto Pistol with empty magazine should fit in a box with internal dimensions: 225mm x 150mm x 45mm. Not permitted are: Optical/electronic sights/scopes, laser aiming devices, installed flashlights, compensators, and barrel ports. Maximum of 18 rounds in all magazines at the start of the signal. Competitors who will violate the maximum loaded round rule in magazines will be moved to unlimited Division.
 - 6.1.3 **Single Stack Division**- Semi-auto Pistol with empty single stack magazine should fit a box with internal dimensions: 225mm x 150mm x 45mm. It should have the shape and configuration of a 1911 type of pistol. Not permitted are: Optical/electronic sights/scopes, laser aiming devices, installed flashlights, compensators, and barrel ports. Maximum of 8 rounds in all magazines at the start of the signal. Competitors who will violate the maximum loaded round rule in magazines will be moved to unlimited Division.
 - 6.1.4 **Limited 10 Division** – All semi-auto defensive pistols can join this division but only 10 rounds can be loaded in the magazine when within a course of fire. Not permitted are Optical/electronic sights/scopes, laser aiming devices, and installed flashlights. Competitors who will violate the maximum loaded round rule in magazines will be moved to Unlimited Division.
 - 6.1.5 **Double Action/ Striker Fired (DA/SF)** - Double Action or Striker Fired semi-auto pistol with no modifications allowed except minor detailing like polishing of internal parts, installation of after-market rear and front sights with fiber optic and grips with the same dimensions as the original OFM grips. Maximum of 17 rounds in all magazines at the start signal. Not permitted are: Optical/electronic sights/scopes, laser aiming devices, installed flashlights, compensators, barrel ports, slide porting. Competitors who will violate the maximum loaded round rule in magazines will be moved to Unlimited Division.
 - 6.1.6 **Revolver Division** – Maximum of 8 rounds fired. No modifications allowed except: replacement of iron sights, hammers, cylinder releases. Not permitted are: Optical/electronic sights/scopes, laser aiming devices, installed flashlights, compensators, and barrel ports.
 - 6.1.7 **Carry Optics Division**- Double Action/Striker Fired semi-auto pistols only. Optical/electronic sights REQUIRED, must be attached directly to slide between rear of slide and ejection port, and may not be mounted to the frame in any way. Replacement of grip panels are allowed provided they do not extend below the butt of the gun to form a make-shift magwell. Grip modifications such

as, but not limited to, undercutting/smoothing the trigger guard, adding or removing finger grooves, or adding stippling, grip tape, or checkering are specifically allowed. Not permitted are: barrel ports, flashlight, compensators. Slide ports are allowed only on factory original approved models. No maximum ammunition capacity. Maximum magazine length is 141.25mm.

6.1.8 Using the RIGHT GUN in every division the shooter should use.

6.2 Projectiles

6.2.1 Projectiles or BB size must be 6mm. Shooters may use any BB weight (.20 -.40 grams) provided that it is made of plastic only. Any other materials are Prohibited.

6.2.2 The maximum power factor of projectiles in all Divisions is two Joules or the maximum power factor specified by law in the Region hosting a match, whichever is lower.

6.2.3 **MANDATORY** round counting in all Divisions. Match Officers should perform mandatory checks of magazines of standby competitors. Match Officers cannot rely on sound to determine the number of projectiles fired by an airsoft gun.

CHAPTER 7: Scoring and Penalties

7.1 It shall be the responsibility of the competitor to keep a record of his scores and to verify if it matches the score posted on the bulletin board, website, or webpage by the Score Officer and shall bring any discrepancies to the attention of the Score Officer before the score verification deadline.

7.2 A signed score sheet by the competitor and match officer will be a definitive and conclusive evidence that the time, points, and penalties recorded are accurate and undisputed. The competitor will be responsible to assign a delegate who will verify hits and misses on his behalf. Failure on the part of the competitor to verify the hits or penalties will not be a ground for a reshoot.

7.3 Penalties for failure to follow the stage procedure, hitting a penalty target, and miss will incur a +2.00 seconds in the Time Scoring Method.

7.4 Procedural Penalties and grounds for reshoot:

7.4.1 Procedural penalty of +2.00 seconds per occurrence is imposed if the competitor fails to comply with the procedures stipulated in the written stage briefing.

7.4.2 A competitor will get a procedural penalty for each shot fired while any part of his body is touching the ground or any object beyond a fault line.

7.4.3 A competitor will receive one procedural penalty for every piece of horizontal overhead bar or stick of a cooper tunnel that he causes to fall due to any part of his body or equipment touching the horizontal overhead bar or stick. Hitting the post secured to the ground which causes any horizontal bar or stick to fall will not incur a procedural penalty as well as from muzzle blast or from jets of gas coming out of barrel ports or compensators.

- 7.4.4 If a competitor is creeping or physically moving to a position or if his hands will move towards the gun or magazine between the command "Standby" and the start signal or the tone/beep from the timer, he will incur a procedural penalty.
- 7.4.5 If a competitor fails to engage a target with at least one round, he/she will incur one procedural penalty
- 7.4.6 In strong hand and weak hand stages, the competitor will incur one procedural penalty if he touches the gun with the non-shooting hand after the start signal except to disengage the safety, to do a reload, or to clear a gun malfunction. He will also incur a procedural penalty per shot fired while he is supporting his firing hand or arm while firing shots or if he uses the ground, barricade, or any other range prop or equipment to stabilize the gun, firing hand and arm while firing shots.
- 7.4.7 If a competitor fires shots over a barricade or simulated wall, he will incur one procedural penalty per shot.
- 7.4.8 The competitor will get a procedural penalty per shot if deemed by the Match Officer that the competitor has gained a significant advantage through his/her actions.
- 7.4.9 Shortcuts or cutting corners will be allowed if such actions are not specifically prohibited in the written stage briefing provided the competitor will not fire shots while outside the confines of the shooting area or fault lines
- 7.5.0 A competitor who self-stop due to an unpatched or unrestored target will be entitled to reshoot the stage. In case of an unpatched or unrestored target and the competitor finishes the course of fire, the stage will be scored as shot with the benefit of the doubt given to the competitor. If the Match Officer noticed the unpatched or unrestored target, the competitor will be stopped immediately and will be ordered to reshoot the course of fire.
- 7.5.1 All falling targets must fall to score. Big and Small Falling targets which does not fall when hit will be subject to challenge. During challenge, the Calibration Officer will shoot the Big or Small Falling Target from as near where the competitor shot the target. If the Big or Small Falling target falls, the competitor will be scored as a miss on the target and, if it does not fall, the competitor will be ordered to reshoot the course of fire. Falling targets are exempted from calibration. Falling targets when hit that turn edge on or move due to a hit but does not fall will be considered hit and will not be a ground for reshoot, unless it is not a target that activates any moving target or act as activator.
- 7.5.2 A competitor who encounters a gun malfunction will be given time to rectify the problem within 40 seconds for speed course, 60 seconds for intermediate course and 100 seconds for ultimate course, after which the competitor will be stopped and will get the actual time plus penalties for misses and failure to shoot targets. At this point the Match Officer can now give assistance to the competitor by rectifying the gun malfunction. Never let the competitor leave the stage with a loaded firearm.

7.5 **Disqualifications and Exemptions** - A competitor may be disqualified or exempted for the following reasons:

- 7.5.1 A competitor will be disqualified from the match if he commits a safety violation such as pointing a gun in an unsafe direction or breaking the 180 degree rule, sweeping any part of the competitor body or other persons on the range except in the safety area with an unloaded firearm. Handling ammunition while inside a safety area or any prohibited acts during a match.
- 7.5.2 A competitor with the trigger finger in, that caused an accidental discharge while loading, reloading, unloading, clearing a malfunction, moving and drawing the gun but not engaging targets, and transferring the gun from one hand to the other will be disqualified.
- 7.5.3 A competitor will be disqualified if he commits unsportsmanlike or unacceptable conduct and if he is under the influence of alcohol or prohibited drugs during the match.
- 7.5.4 In PSMOC Airsoft Sports matches, a competitor will be disqualified if he abandons the firearm in an unsafe condition more than one meter or within arm's reach from the competitor and or have lost control of the firearm. Dropping a firearm after the "Make Ready" command and before the "Range is Clear" command will be penalized with a match disqualification.
- 7.5.5 A competitor who uses any tools or props rather than by his own hands to rectify a gun malfunction will be disqualified from the match.

7.6 **Stop Plates / Paper Targets / Reload Boxes**

- 7.6.1 Stop Plate is either can be scoring or non-scoring. It should be specified in the Written Stage Briefing. When a Stop Plate is used in a Course of Fire, the competitor must shoot and hit the Stop Plate with his final shot, failing which the competitor will receive a zero Score for the subject stage.
- 7.6.2 If the competitor cannot shoot the Stop Plate due to gun malfunction, it's zero Score for the subject stage.
- 7.6.3 The Stop Plate must be clearly distinguishable from regular plates and contain visual electronic indicators to confirm it has been hit, and it must be connected by wires or other means to a timer where the time of the final shot is recorded.
- 7.6.4 Competitors may test the operation of their firearm and projectiles in the designated testing bay, subject to all existing safety rules and any time limits or other restrictions imposed by a Match Officer.
- 7.6.5 The chambered projectile might not eject when the slide is racked. Match Officer may assist competitors to safely clear the chamber with the special 'Clearance Rod'.
- 7.6.6 Competitors often want to place reload boxes at strategic points in COF in order to protect their magazines from dropping directly onto the ground.
- 7.6.7 There is only one paper target approved for use in PSMOC Airsoft Sports matches (see Exhibit 1).

CHAPTER 8: Match Officials

- 8.1 **Match Administrator (“MA”)** – He is the overall in-charge of managing the administrative side of the competition including scheduling, squadding, range preparation & construction of stages, purchase of materials & awards/prizes, and supervision and coordination of all match officials and staff. His authority and decision will prevail except concerning the rules which is the responsibility of the Match Master.
- 8.2 **Match Master (“MM”)** - He is appointed by the Match Administrator and/or match organizers. He reports to the Match Administrator. He has overall authority over all persons, activities, and operations within the entire range. He is responsible for ensuring range safety; correct, accurate, fair, and consistent application of competition rules; and supervision of match officials for the efficient operation of all stages including the Chrono Stage and Score Processing Office. Disqualifications and appeals for arbitration should be brought to his attention and to the Match Administrator.
- 8.3 **Chief Score Processing Officer (“CSPO”)** – He reports to the Match Administrator and Match Master. He is responsible for managing the Score Processing Office including the supervision of all Score Processing Officers to ensure that scores are processed accurately and efficiently and that the results are posted on the bulletin boards and/or website in a timely manner and all score sheets are securely kept for reference. In case electronic devices such as tablets or i-pads are used to encode the time, scores, and penalties in the respective stages, he will coordinate with the Match Master, Area Chief Match Officers, and Stage Chief Match Officers to monitor the efficient functioning of the devices.
- 8.4 **Score Processing Officer (“SPO”)** - He reports to the Chief Score Processing Officer. He will collect, sort, verify, tabulate, encode all scores, post-match results, and receive appeals for score correction and correct any legitimate discrepancies. He will assist the Chief Score Processing Officer in the monitoring of the efficient functioning of the tablets or i-pads used to encode the time, scores, and penalties in the respective stages.
- 8.5 **Area Chief Match Officer (“ACMO”)** - He reports to the Match Master. He is responsible for the efficient operation of the courses of fire in a given Area of the range. He will handle any appeals with regard scoring or safety violation issues that cannot be resolved by the Match Officer and Stage Chief Match Officer. He will coordinate with the Match Master, Logistics Officer, Chief Score Processing Officer, and Chrono Officer for the efficient management of the match in the Area under his care.
- 8.6 **Stage Chief Match Officer (“SCMO”)** - He reports to the Match Master. He is responsible for the efficient operation of the course of fire or stage assigned to him. He will supervise the Match Officers serving in his stage to ensure safety and accurate, fair, and consistent application of the rules. He has authority over all persons and activities on his stage.
- 8.7 **Match Officer (“MO”)** – He reports to the Stage Chief Match Officer and Match Master. He is responsible for giving a briefing to all competitors and to supervise them during the walk through to familiarize them with the course of fire. He will give commands to competitors and monitor them to ensure strict compliance with the rules and procedures. He will use an electronic timer to determine the time, verify and record the time, points, and penalties on the score sheet of each competitor and submits the score sheets to the Score Processing Officer. In case the fully automated

scoring system is used, the Match Officer assigned to be the scorer will use a tablet or ipad to encode the time, score, and penalties on the device.

- 8.8 **Logistics Officer (“LO”)** -He reports to the Match Administrator and Match Master. He is responsible for distributing materials and equipment needed for the operation of all stages and the whole match, meals and refreshment for all match officials, range staff, and guests during the match, match officer night, and awarding ceremony.

CHAPTER 9: Range Command for Handgun

- 9.1 **“Make Ready”** - This command will announce the start of the course of fire. The competitor may now handle his gun and in a safe manner put it in a condition as specified in the stage briefing. At this point, the competitor is responsible for ensuring that he is wearing eye and ear protection. He should assume the proper start position when he is ready.
- 9.2 **“Are You Ready?”** - The Match Officer will assume that the competitor is ready if he will not give a negative verbal response like “No” or “Not Ready” or a hand signal by raising his hand.
- 9.3 **“Standby”** - The competitor must remain relatively still maintaining the required start position until he hears the start signal or beep tone from the timer within 2 to 4 seconds depending upon the electronic timer used and its setting.
- 9.4 **“Start Signal”** – At the sound of the tone or beep from the timer, the competitor may now move and/or draw his gun and shoot the targets in any order according to his style or strategy.
- 9.5 **“Stop”** – The Match Officer may issue this command at any time during the course of fire. The competitor should immediately stop moving and shooting and point the gun in a safe direction and follow further instructions of the Match Officer.
- 9.6 **“If You Are Finished, Unload and Show Clear”** - If the competitor is satisfied that he already shot all the targets and fulfilled the requirements of the course of fire, he should lower his firearm and point it in a safe direction. Competitor should first remove the magazine and eject the round in the chamber then hold the slide open to give the Match Officer a clear view that the chamber is empty. This should be done while the firearm is pointed in a safe direction/downrange.
- 9.7 **“If Clear, Hammer Down, Holster** - The Match Officer should first verify that the magazine is removed and that the chamber is empty before issuing this command. The competitor will not continue shooting at any target after issuance of this command. He is responsible for ensuring that the firearm is clear even though the Match Officer did his best to verify that it is clear. If the gun is clear, the competitor should pull the trigger to put the hammer down or release the striker while the gun is pointed in a safe direction downrange then holster his gun.
- 9.8 **“Range Is Clear”** - The Match Officer will now record the time on the score sheet or tablet or i-pad and the competitor and Match Officers/scorer may now move towards the targets to verify the hits.

CHAPTER 10: Handgun Ready Conditions

10.1 Condition One

10.1.1 Magazine is inserted, chamber loaded, safety engaged.

10.2 Condition Two

10.2.1 Magazine is inserted, chamber empty.

10.3 Condition Three

10.3.1 Unloaded, no magazine inserted, empty chamber.

CHAPTER 11: Movement and Safe Gun Direction

11.1 The trigger finger should be visibly outside of the trigger guard when moving more than one step in any direction if not engaging targets.

11.2 The muzzle of the gun should always be pointed in a safe direction downrange or towards the direction of the targets. It should never be allowed to point up range or beyond the default or specific safe angles of fire. It should not point past an imaginary line that is parallel to the backstop or more than 180 degrees measured from right to left or vice-versa if facing directly center downrange towards the backstop.

11.3 The muzzle of the gun should never point or sweep any part of the body of the competitor or other persons on the range except when in a safety area with an unloaded firearm.

CHAPTER 12: Specific Rules for 2-Gun and 3-Gun Matches

12.1 Types of Matches:

12.1.1 Handgun + Practical Rifle / PCC

12.1.2 Handgun + Shotgun

12.1.3 Handgun + PR/PCC + Shotgun

12.2 Divisions:

12.2.1 Unlimited Division:

12.2.1.1 **Unlimited Division Handgun** - Allowed are: Optical or Electronic sights, flashlights, compensators, barrel porting, and slide lightening. No restrictions on capacity, accessories, and modifications as long as the gun will function safely. The Match Administrator and the Match Master will be the judge if any accessory or modification is deemed to be unsafe and not according to the rules. Rulings will be submitted to the ISMOC Secretariat for compilation and review.

12.2.1.2 **Unlimited AEG/GBBR/PCC** with a stock designed to be fired from the shoulder that may have an Optical or Electronic Sight, flashlight, compensator, barrel porting, bi-pod. No minimum barrel length. No maximum ammunition capacity. No restrictions on accessories and modifications as long as the gun will function safely. The Match Administrator and the Match Master will be the judge if any accessory or modification is deemed to be unsafe and not according to the rules. Rulings will be submitted to the ISMOC Secretariat for compilation and review.

12.2.1.3 **Unlimited Division Shotgun** with Optical or Electronic Sight, flashlight, compensator, barrel porting, bi-pod. No restrictions on accessories and modifications as long as the gun will function safely. The Match Administrator and the Match Master will be the judge if any accessory or modification is deemed to be unsafe and not according to the rules. Rulings will be submitted to the ISMOC Secretariat for compilation and review.

12.2.2 **Limited Division:**

12.2.2.1 **Limited Division Handgun** – Stock Hi-cap, Double Action/Striker Fired and Single Stack. Iron Sights Only. Not permitted are optical or electronic sights, laser aiming devices, compensators, barrel porting, and suppressors that lessen recoil or muzzle flip.

12.2.2.2 **Limited Division AEG/GBBR/PCC** with a stock designed to be fired from the shoulder. Iron Sights Only. Maximum of 30 rounds in all magazines at the start signal. Not permitted are optical or electronic sights, laser aiming devices, compensators, barrel porting, and suppressors that lessen recoil or muzzle flip.

12.2.2.3 **Limited Division Shotgun** - Not permitted are changing of barrel length, optical or electronic sights, laser aiming devices, compensators, barrel porting, and speed loader.

CHAPTER 13: Specific Rules for Practical Rifle (AEG/GBBR), PCC and Shotgun

13.1 Divisions:

13.1.1 **Unlimited Division:**

13.1.1.1 **Unlimited AEG/GBBR** with a stock designed to be fired from the shoulder that may have an Optical or Electronic Sight, flashlight, compensator, barrel porting, bi-pod. No minimum barrel length. No maximum ammunition capacity. No restrictions on accessories and modifications as long as the gun will function safely. The Match Administrator and the Match Master will be the judge if any accessory or modification is deemed to be unsafe and not according to the rules. Rulings will be submitted to the ISMOC Secretariat for compilation and review.

13.1.1.2 **Unlimited Shotgun** with Optical or Electronic Sight, flashlight, compensator, barrel porting, bi-pod. No restrictions on accessories and modifications as long as the gun will function safely. The Match Administrator and the Match Master will be the judge if any accessory

or modification is deemed to be unsafe and not according to the rules. Rulings will be submitted to the ISMOC Secretariat for compilation and review.

13.1.2 Limited Division:

13.1.2.1 **Limited AEG/GBBR** with a stock designed to be fired from the shoulder. Iron Sights Only. No minimum barrel length. Maximum of 30 rounds in all magazines at the start signal. Not permitted are optical or electronic sights, laser aiming devices, compensators, barrel porting, and suppressors that lessen recoil or muzzle flip.

13.1.2.2 **Limited Shotgun** - Not permitted are changing of barrel length, optical or electronic sights, laser aiming devices, compensators, barrel porting, and speed loader.

13.1.3 **SMG Compact Kit/PCC Division** – All AEG/GBB in SMG Compact Kit and PCC format shall fall in this Division, provided that they shall be operated strictly in semi-automatic mode, with or without optical or electrical sights. Examples are: Kris Vector, H&K MP7, 1911 Hera Kit, Glock Roni Kit, KPOS, G&G ARP9, G&G PCC9, CA PXG-9, ARES M45X-S, KA PDW SBR 9MM, KWA RONIN TEKKEN, S&T MATRIX, WE-TECH SMG-8, and other similar formats.

Note: AEG - Airsoft Electric Gun
GBBR – Gas Blowback Rifle
SMG – Sub-Machine Gun
PCC – Pistol Caliber Carbine

13.2 Competitors must use the same handgun, rifle, sights, and equipment throughout the duration of the match. In case, the handgun, rifle, or sight become unserviceable the competitor must inform the Match Master to seek prior approval for the replacement in Compliance with the rules and will not give a significant advantage.

13.3 Competitors may be required to carry the handgun and rifle at the same time depending upon the course of fire but they may not shoot targets with both firearms simultaneously or while holding two firearms. Targets may be shot with the rifle or shotgun while the handgun is holstered. Targets may be shot with the handgun if the rifle or shotgun is carried with a sling muzzle down or up in Condition 2 depending upon the course design and written stage briefing.

13.4 Practical Rifles that offer only burst and full-auto capability are not allowed. **Practical Rifles doesn't apply Condition 2 or otherwise Match Officer will use long 'Clearance Rod' to clear the chamber of the rifle after finish to shoot the COF.**

13.5 Carry and Storage Protocol of Rifle and Shotgun

13.5.1 Rifles must always be unloaded unless commanded by a serving Match Officer to load the rifle within a course of fire.

13.5.2 Rifles and Shotguns must be carried or transported in Condition 3 inside bags or cases. When inside the confines of the firing range compound, they may be transported un-bagged and uncased but they should be shouldered or slung reasonably/safely vertically upwards or downwards or placed in trolleys/push carts with stable racks with the muzzle pointed downwards. Chamber safety

flags are required when shotguns and rifles are transported unbagged and uncased. It is prohibited to unbag or uncase shotguns and rifles in the parking lot or when outside the confines of the firing range compound. Violation will be penalized with disqualification from the match.

13.5.3 Only the competitor is allowed to carry or transport his rifle if they are not inside cases or bags within the confines of the firing range. He/she may ask his range assistant to transport the rifle or shotgun if they are inside bags or cases

13.5.4 Match Organizers should provide a rifle rack should be provided per stage.

13.6 The belt that carries the holster should be at waist level. Holsters should securely retain the handgun despite dynamic or aggressive movements during the course of fire. Thigh holsters are allowed. Competitors with unsafe holsters shall not be allowed to shoot the courses of fire. The Match Master will make the decision if a holster will be allowed.

13.7 It is not permitted to draw the holstered handgun while in prone position. Violations will be penalized with a disqualification.

13.8 It is not permitted to hold ammo or magazines between the command "Standby" and the start signal or beep from the timer. However, it is permitted to carry spare ammunition or magazines anywhere on the competitor's person.

CHAPTER 14: Range Command for Practical Rifle (AEG/GBR), SMG/PCC, Shotgun, 2 & 3 Gun

14.1 Range Commands for 2-Gun, 3-Gun, PR, SG, and SMG/PCC are similar to those used for Handgun Matches with the following additional points and specific commands:

14.2 "**Make Ready**", will announce the start of the course of fire. After this command, the Match Officer will supervise the competitor in the preparation and proper positioning of the handgun and rifle as specified in the briefing.

14.2.1 In 2-Gun Matches, a competitor may be required to abandon or properly "dump" the rifle or handgun at a certain portion of the course of fire and safely put it in a retention device in its proper ready condition or completely unloaded.

14.2.2 A competitor may handle the next firearm to be used for the succeeding array of targets while in the process of abandoning the firearm that was initially used in the first part of the course of fire but he may not engage any target while he is handling both firearms

14.3 "**Are You Ready**"- The Match Officer will assume that the competitor is ready if he will not give a negative verbal response like "No" or "Not Ready" or a hand signal by raising his hand.

14.4 "**Standby**" - The competitor must remain relatively still maintaining the required start position until he hears the start signal or beep/tone from the timer within 2 to 4 seconds depending upon the electronic timer used and its setting.

- 14.5 **“Start Signal”** – At the sound of the tone or beep from the timer, the competitor may now move and/or draw his gun or handle the rifle depending upon the start position stipulated in the briefing and shoot the targets in any order according to his style or strategy within the bounds of the safety rules and the requirements of the course of fire.
- 14.6 **“Stop”** – The Match Officer may issue this command at any time during the course of fire. The competitor should immediately stop moving and shooting and point the gun in a safe direction and follow further instructions of the Match Officer.
- 14.5 **“If You Are Finished, Unload And Show Clear”** – If the competitor is already satisfied that he has shot all the targets and fulfilled the requirements of the course of fire, he will lower the firearm and point the muzzle in a safe direction.
- 14.5.1 **“If Clear, Hammer Down, Holster”** – In 2-Gun and 3-Gun, the competitor should first remove the magazine and eject the round in the chamber then hold the slide or bolt open to give the Match Officer a clear view that the chamber is empty. This should be done while the firearm is pointed in a safe direction/downrange.
- 14.6 **“If Clear, Hammer Down, Secure Action, Muzzle Up”**. The competitor will not continue shooting at any target after issuance of this command. If the gun is clear, the competitor should open the chamber to let the Match Officer insert the chamber safety flag while the rifle is pointed in a safe direction.
- 14.6.1 In 2-Gun and 3-Gun Match, The competitor under the supervision of the Match Officer will then proceed to the location of the abandoned firearm carrying the rifle or Shotgun reasonably vertically upwards. Upon reaching the location and after verifying that the range is clear the Match Officer will issue the command “Unload and Show Clear”, the competitor will then handle the abandoned firearm and remove the magazine and eject the ammunition inside the chamber while pointing the firearm in a safe direction. Once the Match Officer ascertains that the firearm is clear, he will issue the command “Hammer Down Holster”. It shall be the responsibility of the competitor to ensure that the firearm is clear even though the Match Officer did his best to make sure it is.
- 14.7 **“Range Is Clear”** - The Match Officer will now record the time on the score sheet, tablet or i-pad and the competitor and Match Officers/scorer may now move towards the targets to verify the hits.
- 14.2 Calling or Shouting “Hits” by the Match Officer on fixed metal targets where hits can be visually verified will not be considered as interference or coaching. An erroneous call of the Match Officer as a hit on a metal target that was actually missed will stand and will not be grounds for a re-shoot.
- 14.3 If a competitor is using a rifle with burst or automatic fire capability and he shoots at a target or targets using burst or automatic fire, he will be immediately stopped and given a *warning*. The competitor will be ordered to re-shoot the stage. Second violation in the same stage or in the succeeding stages will mean disqualification from the match.

- 14.4 Abandoning a loaded firearm in the retention device with the safety off will be penalized with plus 10 seconds. In the case of Double Action pistols, the hammer may be de cocked and for Selective Action Pistols, the safety could be engaged with the hammer cocked to avoid penalty. An accidental discharge while in the process of abandoning the firearm will be penalized with a disqualification.
- 14.5 A competitor will be disqualified if he abandons the firearm outside the retention device if he fails to maintain a 1 meter distance from the firearm or if he dropped the firearm. Retention devices should be capable of securing the firearm in a safe and stable position and orientation e.g. boxes for handguns and tubes or barrels for rifles. They should be positioned and oriented so that no person will pass in front of the muzzle of the firearm.
- 14.6 Only one handgun and rifle will be allowed during a course of fire. Violations will be penalized with disqualification from the match.
- 14.7 Failure to shoot a target will be penalized with a Procedural Penalty of +2 seconds.
- 14.8 In 2-Gun matches, a hit on a target board with the wrong firearm will not be scored and the corresponding penalties will be applied as necessary. A hit on a falling metal target with the wrong firearm will be penalized with a Procedural Penalty of +2 seconds and applicable penalty for Misses of +3 seconds per Miss.
- 14.9 In case of a tie between competitors who are eligible for awards, the competitor with the higher number of Alpha hits will be declared winner. If a tie still remains, the competitor having the faster best time with penalties among the stages in the match will be the winner. If a tie still remains, they will be asked to shoot a course of fire not necessarily one of the courses in the match to break the tie to be determined by the Match Master in consultation with the Match Administrator.
- 14.10 Falling Metal Targets should be calibrated with the Handgun and AEG/GBBR Rifle.
- 14.11 For 2-Gun matches, it should be specified in the written stage briefing which targets are to be engaged with the handgun, with the rifle and with the shotgun; the starting position and condition of the handgun and rifle; and the position of the retention devices for abandoned firearms.
- 14.12 For safety reasons, the handgun will not start in Condition 1 holstered, if it will not be the first firearm to be used in the course of fire.
- 14.13 If the course of fire requires that the rifle to be slung on the shoulders, it should be reasonably vertically upwards and the condition of the rifle should be Condition 3.
- 14.14 The start position for Rifle and Shotgun may be in Low Ready Position or Port Arms Position (see Exhibit 3). If the Low Ready Position is specified in the written stage briefing, the shooter will hold the rifle with both hands, butt stock touching the shooter's shoulder, muzzle pointing downwards and aiming at a designated MARK on the ground with trigger finger out of the trigger guard, safety engaged. If the Port Arms Position is specified in the written stage briefing, the shooter will hold the Rifle or Shotgun with both hands with the weak hand holding the forearm/forestock/hand guard and the strong hand is holding the grip, trigger finger out, safety engaged, butt at hip level. The muzzle is pointed 45 degrees upwards. Other starting position may also be specified, i.e. on top of the table; inside a case or drum; inside a vehicle, to encourage creativity and realism of the scenario, provided that the muzzle must always be pointing downrange with safety engaged.

- 14.15 All other standard competition rules contained in the Handgun rules will also be applied to 2-Gun matches. In case of conflict, the specific rules for 2-Gun matches will prevail.

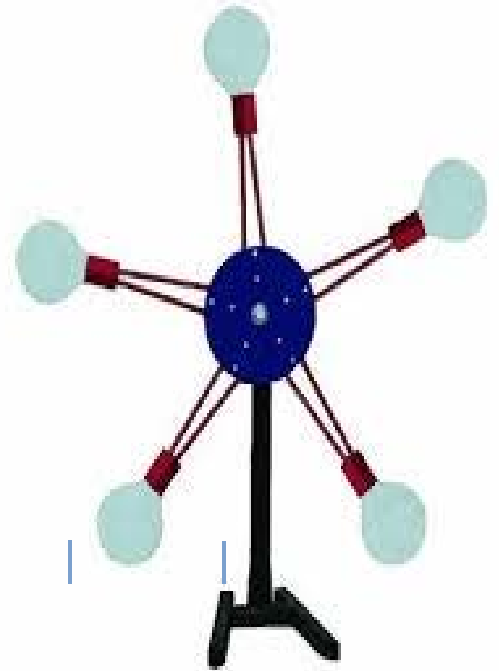
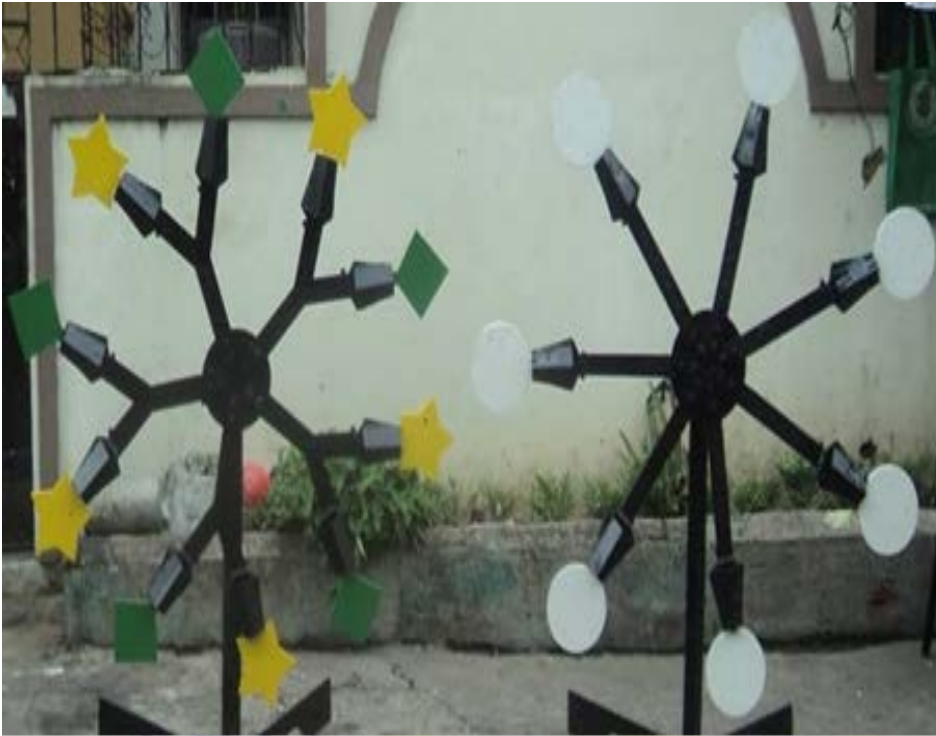
CHAPTER 15: Eligibility and Recognition of Division and Category and Class Awards

- 15.1 For Level 1 and 2 Matches, it will be the call of the Match Administrator.
- 15.2 For Level 3 Matches, there should be at least 10 competitors for a division to be recognized and for the competitors to be given awards. For Categories, there should be at least 5 competitors to be recognized.
- 15.3 It will be under the discretion of the Match Administrator if Class Awards will be given. The ISMOC may require Class Awards through an Executive Committee or Board Resolution.

CHAPTER 16: Arbitration and Interpretation of Rules

- 16.1 If the competitor is not satisfied with the ruling of the Match Officer, he may appeal to the Stage Chief Match Officer, then to the Area Chief Match Officer, then to the Match Master. If he is still not satisfied, he may file a letter of appeal to the Match Administrator together with the required arbitration fee within one hour from the time the incident happened.
- 16.2 The Match Administrator will then convene the Arbitration Committee. The Chairman and two (2) members should be certified Match Officials and pre-appointed before the match by the Match Administrator as approved by the match Sanctioning Committee.
- 16.3 The Arbitration Committee will read and analyze the appeal letter and may require the appellant to give more details. If necessary, they should visit and inspect the course of fire or area where the incident happened, interview the Match Officials concerned and impartial or neutral witnesses, and view and analyze any available evidence including videos.
- 16.4 The Arbitration Committee will read and analyze the appeal letter and may require the appellant to give more details. If necessary, they will visit and inspect the course of fire or area where the incident happened, interview the Match Officers concerned and impartial or neutral witnesses, and view and analyze any available evidence including videos.
- 16.5 The interpretation of the rules is the responsibility of the ISMOC Executive Committee. It may amend the rules on a yearly basis and the new set of rules must be approved by the ISMOC Board. But in some exceptional cases where it is absolutely necessary to adopt a new rule or new target format, the Executive Committee will recommend the amendment to the ISMOC Board at any time for immediate implementation.

EXHIBIT 3
Texas Star



Ready Position for Rifle / SMG PCC / Shotgun

