

SFA - Tactical Applications Shoot (TAS) RULES

SFA - Tactical Applications Shoot (TAS) reserves the right to change or modify the rules as necessary, however rules will not change after the beginning of a competition through the completion. Rule changes are not retroactive, the rule set being used at the time of the competition is the rule set that will be used for that competition regardless of future changes.

NOTE: each SFA Chapter hosting a TAS may have range-specific and stage-specific instructions. These rules are intended as a foundation for the conduct of TAS events, but each SFA Chapter may be more specific.

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1. FEDERAL AND STATE LAW:

It is the competitor's responsibility to know, understand and adhere to all Federal, State and Local Regulations regarding the use and transportation of firearms, including all applicable National Firearms Act (NFA) regulations related to the construction, transportation and use of any firearm regulated by NFA rules.

2. General Rules:

- 2.1. It is the competitor's responsibility to read and understand the rules set forth by TAS and agree to be subject to these rules while participating in any TAS event.
- 2.2. It is the competitor's responsibility to be present at safety briefs, to read and understand any written stage briefing, and to be present for each stage brief.
- 2.3. It is the competitor's responsibility to understand and obey any special conditions or requirements stipulated in these documents or briefs. If there is a conflict in the documentation the following order of precedence shall be used.
- 2.4. It is the competitor's responsibility to direct questions to the safeties, the stage leader, or the Match Director.
- 2.5. Ballistic rated eye protection is mandatory for competitors, spectators, & officials at the event site.
- 2.6. Ear protection is mandatory for competitors, spectators, & officials while on or near a stage.
- 2.7. No competitors or spectators shall consume or be under the influence of alcohol or non-prescription drugs at the event site. Any competitor or spectator suspected to be impaired because of legitimate prescription drugs may be directed to stop shooting and to leave the range.
- 2.8. Competitors must obey venue speed limits and rules. Violation will result in being ejected from the property and assessed a DNF (Did Not Finish) score for the remainder of the match. No refunds will be given.
- 2.9. Match officials may have to take actions to ensure completion of the match such as removing stages from the competition and any other measures deemed necessary to complete the competition.
- 2.10. If the competition cannot be completed, match officials reserve the right to end the competition and distribute awards as the Match Director deems appropriate.
- 2.11. Any rule not explicitly covered by this document will be resolved with a ruling by the Match Director (MD). Rulings by the MD are final and will serve as a precedent for the duration of the event.

3. General Conduct & Dispute Resolution:

- 3.1. SFA - Tactical Applications Shoot (TAS) reserves the right to withdraw a trophy from any competitor at any time, if it is determined that he/she cheated, used unauthorized equipment, used an advantage not allowed under the rules or the spirit of the TAS, or acted in an unethical way in connection with SFA - Tactical Applications Shoot or its events.
- 3.2. Competitors and spectators are expected to conduct themselves in a courteous and sportsmanlike manner at all times. Any person who violates this rule may be ejected from the event site at the Match Director's discretion.
- 3.3. Competitors may be subject to event disqualification for safety or conduct violations. Disqualification will result in complete disqualification from the event, the competitor will not be allowed to continue nor be eligible for prizes and will not receive a refund.

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- 3.4. Clothing with any offensive or obscene logos, sayings, pictures, or drawings must not be worn or displayed while at the event site.
 - 3.5. Clothing must be tactically appropriate range clothing and provide reasonably adequate protection against minor injury such as scrapes, abrasions, hot brass, or due to tactical activity. If your clothing is determined to be inadequate for protecting the competitor's skin, the competitor will be asked to change his/her clothing to provide appropriate protection for the stage.
 - 3.6. A competitor shall be disqualified for unsportsmanlike conduct. Examples of unsportsmanlike conduct include, but are not limited to:
 - 3.6.1. Intentionally altering a target prior to the target being scored to gain advantage or avoid a penalty
 - 3.6.2. Altering or falsifying score sheets
 - 3.6.3. Altering the configuration of firearms or equipment without permission of the MD
 - 3.6.4. Threatening or assaulting other competitors or Event Officials
 - 3.6.5. Disruptive behavior likely to disturb or distract other competitors while they are shooting
 - 3.6.6. Willful disregard of Event Official instructions
 - 3.7. The final decision on all disqualifications and reshoots will be made by the MD.
 - 3.8. If a competitor wishes to challenge a score (time finished, number of hits/misses, or any other item) he/she must speak to the Stage Leader. The Stage Leader will make a determination. If the athlete wishes to contest this, he/she may discuss this with the Match Director. The Match Director makes the final decision.
 - 3.9. Once the stages are complete the Match Director will direct the final tally of the scores and announce the winners.
4. **Competitor Safety:**
- 4.1. All events will be run on **cold ranges**. This means no rifle or pistol will be loaded until the shooter has been directly instructed to do so at the beginning of a stage.
 - 4.2. Competitors' firearms will **remain unloaded** at the event site except under the direction and supervision of an Event Official.
 - 4.3. Firearms may only be handled for maintenance and/or displayed in a designated safe area.
 - 4.4. Safety areas will be designated by event officials.
 - 4.5. No firearm may be loaded in a safety area.
 - 4.6. No ammunition (including dummy ammunition or snap caps) may be handled in a safety area.
 - 4.7. Firearms may be transported to, from and between stages only in the following conditions:
 - 4.7.1. Handguns must be unloaded, cased or holstered, de-cocked and with the magazine removed (Cleared).
 - 4.7.2. Rifles must be unloaded, cased, secured muzzle up or muzzle down in a stable gun cart/caddy, or carried slung with the muzzle up or down.

- 4.8. A competitor who causes an unsafe discharge will be stopped by an Event Official as soon as possible and shall receive a MATCH Disqualification (DQ). Examples of unsafe discharge include:
- 4.8.1. An accidental or negligent discharge that travels over a backstop, a berm, or in any other direction deemed by Event Officials to be unsafe. Note that a competitor who legitimately fires a shot at a target, which then travels in an unsafe direction, will not be disqualified.
 - 4.8.2. A shot which strikes the ground within 10 feet of the competitor, except when shooting at a target closer than 10 feet to the competitor.
 - 4.8.2.1. Exception – a shot that strikes the ground within 10 feet of the competitor due to a “squib”
 - 4.8.3. A shot that occurs while loading, reloading, or unloading any firearm.
 - 4.8.3.1. Exception – a detonation which occurs if the ejected cartridge “detonates” due to the primer striking the ground.
 - 4.8.3.2. Exception – A “slam fire” detonation caused by the firing pin traveling forward when the gun is on safe during “make ready” that does not travel over the berm or impacts in a safe place. If the gun can be repaired and demonstrated to be safe to match staff the competitor may continue with it.
 - 4.8.4. A shot which occurs during remedial action in the case of a malfunction.
 - 4.8.5. A shot which occurs while transferring a firearm between hands.
 - 4.8.6. A shot which occurs during movement, except while engaging targets.
 - 4.8.7. A competitor who performs an act of unsafe gun handling will be stopped by an Event Official as soon as possible and shall be disqualified. Examples of unsafe gun handling include:
 - 4.8.7.1. Dropping a loaded firearm at any time after the “Make Ready” command and before the “Range Is Clear” command. Dropping a cleared firearm will not result in a match DQ. A firearm is considered clear when the TAS clearing procedure has been completed.
 - 4.8.8. Shooting of any barricade or prop made of wood on the firing line will result in a Procedural penalty per shot fired. This does not apply to wooden framed walls down range.
 - 4.8.9. Shooting any barricade or prop will result in a Procedural penalty per shot fired.
 - 4.8.10. Abandoning a firearm during a stage in any location other than a designated safe abandonment location (dump barrel for long guns and dump bucket or re-holster for pistol) as stipulated in the stage briefing will result in a MATCH DQ.
 - 4.8.11. Unloading any firearm in an unsafe manner or discharging a firearm while not legitimately engaging a target will result in a MATCH DQ.
 - 4.8.12. Allowing the muzzle of a firearm to break the 180-degree safety plane, designated safety plane, or prohibited muzzle safe direction as outlined in the stage briefing will result in a MATCH DQ.
 - 4.8.13. In the case of a competitor facing downrange, the muzzle of a loaded handgun may point slightly up range while drawing, so long as it does not point outside an imaginary circle of three (3) feet radius from the competitor’s feet.
 - 4.8.14. Engaging a steel target in an unsafe manner, will result in a MATCH DQ, such as by:

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- 4.8.14.1. Engaging steel targets with handgun ammunition at a range of less than 5 yards.
- 4.8.14.2. Engaging steel targets with rifle ammunition at a range of less than 40 yards.
- 4.8.15. Allowing the muzzle of a firearm to point at any part of the competitor's body during a course of fire (i.e. sweeping) will result in a MATCH DQ.
- 4.8.16. Pointing a firearm, whether loaded or unloaded, in any direction deemed by Event Officials to be unsafe will result in a MATCH DQ.
- 4.9. Multiple infractions that would result in a STAGE DQ will result in a MATCH DQ.
- 4.10. Unless otherwise stipulated in the stage briefing, required firearms will begin the stage in the following ready conditions:
 - 4.10.1. Handgun: holstered and unloaded. In the case of single-action autos or double-action autos with manual override safeties, the safety catch must be in the "safe" position. In the case of double-action autos without safeties, the hammer must be down/forward.
 - 4.10.2. Rifle: Loaded or Unloaded (per stage specifications) and held in the low ready position. The safety must be "ON".
- 4.11. Unless directed to do so per stage specifications, competitors may not touch or hold any firearm-loading device or ammunition after the "Standby" command and before the "Start Signal" (except for unavoidable touching with the lower arms).
- 4.12. At no point may the competitor shoot a firearm while holding a second firearm in the other hand, violation will result in a Stage DQ.
- 4.13. IF hot re-holstering of the pistol is required during certain stages. It must be returned to the holster in a legal condition as follows: Unloaded, if the competitor has shot the course of fire and is going to move between ranges. If the pistol has a safety, it should be in the "safe" position. single-action autos or double-action autos with manual override safeties, the safety catch must be in the "safe" position. In the case of double-action autos, without safeties, the hammer must be down/forward
- 4.14. At the end of each stage, every shooter will show clear on both rifle and pistol before being allowed to leave the stage.

5. Equipment:

- 5.1. All equipment must start and finish in the same condition. Altering equipment to gain a competitive advantage is prohibited and will result in a DQ.
- 5.2. Plate Carriers
 - 5.2.1. Plate carriers must contain a front and rear hard plate. There is no specification of the material not that they be a rated plate, only that they must be solid.
 - 5.2.2. Weight of the carrier is measured with NO magazines, hydration bladders, etc.
 - 5.2.3. Women's Plate Carriers must weigh a minimum of 12lbs**
 - 5.2.4. Men's Plate Carriers must weigh a minimum of 15lbs.**
- 5.3. Magazine Retention:
 - 5.3.1. Magazine retention can be reconfigured during a match but the style of retention cannot be altered to gain a competitive advantage
 - 5.3.2. Stage Briefings may be more detailed, but generally, the shooter may not leave magazines at firing position. Leaving magazines at a firing position may result in a procedural penalty if specified in the Stage Brief.
- 5.4. Ammunition
 - 5.4.1. Handgun ammunition shall be 9mm, 357 Sig, 40 s&w, 45acp, or 10mm unless otherwise approved by the Match Director prior to the event.
 - 5.4.2. Rifle ammunition shall be .223 Remington (5.56x45mm NATO) or 300 ACC, unless otherwise approved by the Match Director prior to the event. Maximum 3200fps.
 - 5.4.3. Ammunition containing tracer, incendiary, armor piercing, steel jacketed or steel/tungsten/penetrator core projectiles is unsafe and prohibited.
 - 5.4.4. No bi-metal ammunition is permitted. Bi-metal is the less expensive Full Metal Jacket made with a lead center, steel jacket, and a copper wash making it appear like the standard lead/copper full metal jacket accepted at most ranges. Competitors will be financially responsible for replacing targets damaged by prohibited ammunition.
 - 5.4.5. Magnets may be used to inspect ammo at any time while on the venue property. Competitors found in violation of possessing/using ammo prohibited will receive a Match DQ and will not receive a refund. **Do not bring prohibited ammo to the event.**
- 5.5. Firearms:
 - 5.5.1. All firearms used by competitors must be serviceable and safe. Event Officials may inspect a competitor's firearms at any time to check they are functioning safely. If any firearm is declared unserviceable or unsafe by an Event Official, it must be withdrawn from the event until it is repaired to the satisfaction of the Match Director.
 - 5.5.2. Firearms must be of a factory configuration. Prototype firearms are specifically prohibited. Internal and External modifications are allowed, provided the modifications do not alter the original function and operation of the firearm.
 - 5.5.3. Firearms capable of fully automatic or burst-fire ("machine guns") may be used only in semi-auto mode (i.e. not more than one (1) round fired with each pull of the trigger). Violation of this rule will incur a Stage DQ.
 - 5.5.4. No factory safeties may be disabled on rifle/pistol. This includes the firing pin block, grip safety, and trigger safety.
 - 5.5.5. Competitors must use the same firearms (handgun, and Rifle) for the entire event, including the optic which is mounted on that firearm when it is initially inspected prior to the event.

- 5.5.6. Competitors generally may not reconfigure any firearm during the course of the event. Explicitly prohibited acts include changing caliber, barrel length, sighting systems and/or stock style.
- 5.5.7. Lasers cannot be used unless specifically allowed in stage, prior notice to the event will be given if night time shooting will be required.
- 5.5.8. Catastrophic Malfunctions:
- 5.5.8.1. If a competitor's firearm becomes unserviceable, that competitor may repair their firearm with directly equivalent replacement parts. If replacement parts result in a significant change to the firearm configuration, then the repair must be approved by the Match Director. This can be done during the course of a stage, however the entire situation will be put under review immediately following the stage. Any penalties or time added will be done by the MD and the decision will be final. If a participant's firearm becomes unserviceable, that participant may replace their firearm with another firearm. This can be done during a course of fire, however no competitive advantage should be gained and the entire situation will go under review with the MD immediately after the completion of the stage. If time or penalties are added the decision will be made by the MD and will be final. If it is discovered that a competitor was attempting to gain a competitive advantage the situation will result in a MATCH DQ.
- 5.5.8.2. If a competitor's firearm becomes unserviceable and no replacement parts or gun is implemented, the competitor will receive a missed shot penalty as well as a 5 second penalty for every shot not taken in addition to the misses counted on paper. If points are being used, a point per shot not taken will be removed from the score, as well as an additional point per shot not scored on paper.
- 5.5.8.3. Once a competitor's stage has begun, and the clock is running, he/she may not leave the boundaries of the stage without the express approval of the stage leader.
- 5.5.9. Handgun:
- 5.5.9.1. Electronic sights, optical sights, and extended sights are prohibited, with the exception of a slide mounted red dot in all divisions.
- 5.5.9.2. Handgun holsters must be a practical/tactical carry style and must safely retain the handgun during vigorous movement and must completely cover the trigger. Holsters must be secured to the maximum level of retention offered at the start of each stage. The belt upon which the handgun holster is attached must be worn at waist level. Shoulder holsters and cross-draw holsters are prohibited. Belly bags or "fanny packs" are prohibited.
- 5.5.9.3. In the event of a holster failure (e.g. holster comes off the shooter's belt or the holster will not retain the pistol) the shooter may not continue in the stage until the holster is properly attached to the belt and the pistol is properly retained in the holster. If this is not possible the shooter is a Stage DQ.
- 5.5.9.4. Unless in the case of a catastrophic malfunction, a single holster must be used for the entirety of the match. Any changes to holsters must be approved by the MD.
- 5.5.9.5. Magazines length may not exceed 170mm in the case of single column magazines and may not exceed 140mm in the case of staggered column magazines.
- 5.5.10. Rifle:
- 5.5.10.1. Not more than one (1) magnified or non-magnified electronic or optical sight is permitted. Use of not more than one (1) set of backup irons is permitted.
- 5.5.10.2. Supporting devices (bipods, pillows, etc.) are prohibited.

- 5.5.10.3. Slings are a required piece of equipment. Slings must remain attached to rifles unless otherwise stated. Slings must remain on rifles for the entirety of the match.
- 5.5.10.4. A2 or Birdcage muzzle devices, three-pronged or four-pronged devices are permitted. Suppressors are permitted but must stay on the weapon throughout the event. Blast forward devices are approved (surefire warden). These devices must direct ALL gas in line with the barrel. Any ports, holes, etc that let gas escape an any direction that is not directly in line and parallel to the barrel will NOT BE ALLOWED. Compensators and Brakes that are not covered by a blast forward device outlined above ARE NOT ALLOWED UNDER ANY CIRCUMSTANCES. In the event the blast forward device is removed at any point the competitor will be immediately DQ'd. This rule prevents a muzzle device from obstructing the view of the targets to the person to the left and right of you on the firing line, and has nothing to do with an advantage being gained by a compensator or brake.
- 5.5.10.5. Drum magazines are prohibited.
- 5.5.10.6. Magazine capacity is limited to 32 rounds.
- 5.5.10.7. Oversized or extended magazine base pads are prohibited.
- 5.5.10.8. Coupled magazines are prohibited.

6. Scoring and Penalties:

- 6.1. Individual events may change/adapt the scoring procedure. The Match Director has full discretion to make these changes. All changes will be explained to the competitors prior to the start of the competition.
- 6.2. Missed shots will be assessed a 10 second penalty per missed shot unless otherwise noted in WSB or Verbal Stage Brief.
- 6.3. Paper targets will be used in various stages throughout the events. Competitors will be given a written stage brief and verbal walk through explaining the targets, their hit and miss areas, and whether or not there are any low percentage targets. Rounds striking the "hit" zone will be counted as hits, and the rounds striking outside the "hit" zone will be counted as misses. If a "grease ring" of a round strike touches the "hit" zone line even the slightest bit, the round will be counted as a hit.
- 6.4. Steel Targets may be utilized. Steel targets will be counted as hit or miss. Penalty for misses is 10 seconds unless otherwise noted in WSB or Verbal Stage Brief. Sometimes strike indicator lights will be used to assist the judges in determining whether a round fired was a hit or a miss. The judges will also be aware of failed strike indicator lights and will be watching for; splash on steel, dirt splash, listen for the sound, and watch for the strike indicator to illuminate. When a judge cannot discern whether or not a round fired was a hit or a miss, the benefit of the doubt will be given to the competitor.
- 6.5. Bonus targets or stop plates may used to terminate a course of fire. This is done to allow a competitor to gain points if they are a capable marksman vice just moving fast under a burden.
- 6.6. All physical and shooting tasks must be performed with the stage's original intent, any movements or shots taken outside of the stages intent or task standards are subject to penalties as the MD deems equitable. If a task is being performed outside of the intent a judge will ask the competitor to stop and return to the point where the movement became unacceptable and redo the task. In the case a judge does not stop the task or is done outside of the view of the judge the Stage Boss and/or MD reserves the right to add a time penalty after completion. If you have questions regarding movement standards ask the Stage Boss ahead of time, this can be done privately after the stage brief is completed if necessary.

6.7. A minimum work requirement will be set in order to score above a zero, if the minimum requirement is not met a "Did Not Finish" (DNF) will be issued for that stage resulting in a score of zero. In ALL cases the competitor will be able to continue to compete in the competition after receiving a DNF (0) for a stage.

7. RE-SHOOT AND RANGE EQUIPMENT FAILURE:

7.1. For poppers, other hinged targets, falling steel, or clay targets, the following options shall apply under Weather Rules with regard to re-shoots due to range equipment malfunction. If any targets are blown down, fall, or are otherwise defeated by weather related causes BEFORE the Range Officer (RO) has activated the start timer initiating the Course of Fire (COF), the RO shall stop the competitor, make the COF safe, remedy the target(s), and re-start the competitor. If any targets are blown down, fall, or are otherwise defeated by weather related causes AFTER the RO has activated the start timer initiating the COF, the shooter shall continue the course of fire, but MUST engage the head box of the target or it's stand with the prescribed number of rounds with the correct firearm for that target.

7.1.1. All hits on paper outside of the scoring area will be counted as misses against the total score for that stage.

7.1.2. Failure to engage the defeated steel or paper target will result in all applicable Failure To Engage (FTE) penalties.

8. Disassemble Rule:

8.1. In all intermediate divisions and Masters 50+ there is a disassemble rule. This rule is intended to allow people to continue in the competition, however incur a major time penalty by moving items one at a time.

8.1.1. The competitor may disassemble the implements and take them down piece by piece.

8.1.1.1. The original movement standards must remain. If it was an overhead carry, the pieces must be carried overhead, if it was a farmers carry they must be farmers carries.

8.1.1.2. ONLY ONE ITEM MAY BE MOVED AT A TIME, under no circumstances may multiple items be moved together. i.e. an axle bar collar must be moved by itself.

9. Coaching:

9.1. Competitor judges and volunteers must correct a shooter if they are engaging an incorrect target but will not provide any other shooting coaching/instruction.

9.2. Competitor judges and volunteers can and should provide the competitors with information during the physical test portions such as rep count or time remaining.