

International Defensive Shooting Association Match Rules

- - Preliminary 2/15/05 - -

Until they are finalized, IDSA Members please use this draft of pistol rules.

Note: Items highlighted in yellow include changes that have been made from the original document.

Basic Firearm Safety Rules

1. **The Gun is always loaded.**
2. **Never point a gun at anything you don't intend to destroy.**
3. **Keep your finger off the trigger until you are ready to fire.**
4. **Always be sure of your target and what is beyond.**

IDSA Safety Rules

1. IDSA runs "cold" ranges. This means firearms will only be loaded under the direction of a Range Officer (RO) or Safety Officer (SO) in preparation for shooting the stage.
2. Dropping a LOADED or UNLOADED firearm will result in match disqualification (DQ).
3. Pointing the muzzle of a handgun past the 180 degree line to the shooter will result in a match disqualification.
Note: Due to certain ranges or stage designs, the Match Director may designate an alternative safe direction line other than the standard 180-degree line. This information will be given and explained to each shooter prior to starting the stage.
4. Firearms will not be handled off the shooting line, except in a designated "safe zone".
 - A. The first violation will result in a warning if, and only if, no persons were endangered by the violation.
 - B. Upon the second violation, or if the shooter endangers any person, the shooter will be disqualified from the match.
5. Accidental discharges will result in a match disqualification.
 - A. An accidental discharge is one that is fired while the handgun is not aimed at a target.
 - B. If a shot goes over the berm, the RO shall call a "Cease Fire" to determine if the shooter had an accidental discharge or if the stage design is unsafe and needs correcting.

Handgun - General

1) Divisions

- **Single Action Auto** (Cocked and Locked)
- **Non-Single Action Autos** (Everything Else)
- **Revolvers** (6 Round Max Capacity)

*** Proposed Divisions are:**

- **Single Stack Autos** (whether Single, Double or TDA action)
- **Double Stack Autos** (whether Single, Double or TDA action)
- **Revolvers** (6 round Max Capacity)

2) Classifications

*** A Classification system is still open for IDSA member discussion. ***

Note: Until IDSA membership can decide on a classification system, any documented system, such as IPSC or IDPA, will be acceptable. A formal classification system for IDSA will be developed in the near future.

3) Caliber

Major- .40, .45, 357 Mag, 357 Sig.

Minor- 9mm, 38 super, 9x21, 9x23

4) Magazine Capacity

- Any standard magazine is legal.
- No extended magazines are legal (at this time).
- Extended base pads are OK.
- No ammunition shall extend past the frame. (An extended magazine-well IS NOT considered part of the frame).

5) Modification to Handguns

As long as the handgun remains safe, almost all modifications will be acceptable. Since a match is shorter in duration than a person's everyday life, it is difficult to simulate the long uncomfortable days of carrying concealed handguns.

Note: We feel that modification restrictions should be kept to a minimum. We are concerned about guns that might be "weighted", but don't want to ban them because of administrative bias - "I wouldn't carry that heavy thing around everyday".

6) Sights

At this time, all sights, except electronic, are legal.

Handgun Equipment

Holsters must be **safe**, **secure** and **concealed**. The holster must be attached at the waist by a belt. Paddle holsters that meet the criteria below are allowed, but the shooter must also wear a belt to ensure that the paddle holster is secure. (Velcro belts are OK.)

1. **Safe** - The trigger guard must be covered. * A visual check will verify this.
2. **Secure** - The holster must retain the handgun from falling out. (Some amount of tension should be on the handgun to keep it in the holster. A visual check and a slight tug on the handgun will verify "some" amount of tension on the handgun. Any additional tension is up to the shooter. Once again, this tension test is to increase match safety.) The front of the holster must come up to the bottom of the ejection port, which means no "Open Front" holsters. The reason for these measures is to increase the safety of the match by minimizing dropped firearms.
3. **Concealed** - The gun, holster and magazine pouches must be concealed by a garment as would be during a shooter's everyday life. When the shooter is ready to start the match, he will be made to raise his arms in the air, out to his side, in an "airplane" fashion. If any part of his gun or equipment is visible, he will be given the option to move his gear or fasten his garment so his gear is not visible. The shooter will be required to start each stage in this fashion. Once the stage has started, he may un-fasten his garment to access this gear and leave it unfastened for the remainder of the stage. At the end of the stage, after unloading, showing clear and holstering, he will re-fasten his garment.

Holsters **NOT allowed** for safety reasons are:

- Cross-draw holsters
- Small of the back holsters.
- Shoulder holsters
- Fanny-Pack holsters.

Scoring

Since IDSA is a self-defense shooting sport, we will use a scoring system that attempts to simulate the concept of neutralizing attackers. It may be similar to what some of you have used.

Threat Targets – Threat Targets will be identified by a threat indicator. To standardize IDSA, all threat indicators will be identical. Threat indicator stencils are included in Club materials, with extra stencils available upon request for a small fee.

Threat targets will either be neutralized or not neutralized. To neutralize a threat target, you will need a **combined total of 8 points** on the target. Anything less and the target is still a threat. Failure-to-Neutralize (FTN) a Threat Target will result in a **10 second penalty** added to a shooter's raw time.

The threat target will have 3 scoring rings:

- The center ring is worth 5 points
- The next ring is worth 4 points for Major and 3 points for Minor
- The last ring is worth 3 points for Major and 2 points for Minor

Note:

- Any bullet hole touching the higher scoring ring will be scored as the higher hit.
- Until all clubs joining IDSA have used their non-IDSA targets, any "three-ring" or similar type target can be substituted until it is time to reorder official IDSA Targets.

Non-Threat Targets – A non-threat target will be identified by the absence of a "Threat Indicator". Non-threat targets may also have painted symbols such as hands, cell phone, etc. A hit on a non-threat target will result in a **20 second penalty** added to a shooter's raw time.

**We are considering a 10-second penalty for hitting a non-threat in the outer ring with a single shot.*

Pass-Through Hits (Shoot-Throughs) – Shots on a target that first went through another target do not count for score in any way.

Steel Targets – Any falling steel target may be used as long as it is safe and will fall with the minimum Minor power factor round.

Penalties for Stage Violations - A shooter may receive a penalty for failure to follow the stage description. The penalty will be **3 seconds** for a **minor violation** and, **if the shooter gains a significant advantage** from the violation, he **will receive a 3 second penalty for every shot fired** while he was benefiting from the illegal advantage.

A shooter's score will be a combination of his raw time plus any penalties.

If a shooter is unable to finish shooting a stage and it is not due to a stage malfunction, they can stop shooting and advise the RO they are finished. The score will be tabulated in the normal manner (i.e. all threat targets not neutralized will be scored normally) - no extra penalties are required. The shooter can continue the match as long as he can do so with **the same gun or same type of gun.**

Power Factor

To preface this section, we have all been trained, or have at least heard, that "shot placement" is probably the *most* important factor in neutralizing a threat. Following this belief, when choosing a gun for self-defense, we all ask ourselves, "Do I want a gun with fewer big bullets that kicks hard, or do I want a gun that has a lot of smaller bullets that kicks less." There is a REAL trade off when choosing a gun for self-defense. Choosing a gun for IDSA, MUST mirror that decision. To make this work and be fair, the Major power factor must kick just as hard as a major caliber would.

Power factors will be determined using the following formula:

$$PF = BW \times BV$$

Where **PF** = Power Factor
BW = Bullet Weight
BV = Bullet Velocity

Current Power Factors are:

- **Major = 175,000**
- **Minor = 125,000**

Notes:

- A chronograph should only be used when it becomes obvious that a power factor has been incorrectly declared.
- ALL major sanctioned matches will be chronographed.

Match and Stage Design

This section is directed towards Match Directors, stage designers and Club Presidents.

Since IDSA attempts to simulate shooting situations that might occur during a person's normal day, we feel that stage design is one of the most important aspects of IDSA. By using proper stage design, match officials will maintain the integrity of IDSA and will ensure a safe, fair and enjoyable shooting experience.

IDSA is mindful that the average gunfight involves fewer rounds vs. many rounds. IDSA also understands that developing a shooting sport based on self-defense requires balance and compromise. IDSA Match Directors must constantly ask themselves, "Am I running a fair, balanced, and fun shooting match." Only then can IDSA grow as a sport and "self-defense practicing" venue. Here are a few guidelines to help in that task.

All stages should attempt to test the shooter and his gear:

1. Each stage should be between 6 and 24 rounds. Varying stage round counts will balance magazine capacity differences.
2. Most stages should encourage the shooter to "NOT STAND STILL". In a gunfight, moving to some degree is a good thing. Designers should be mindful we are not making a track event only runners can excel in, but frequent movement for short distances, even from one side of cover to the other, is encouraged.
Caution: For safety reasons, moving backwards is generally **NOT** a good idea.
3. For safety reasons, if a designer wants to create a prone stage, it should be the last shooting position in the stage.
4. Stages should be designed to use as many props as possible to simulate everyday surroundings and the gunfights in them. This will help to test the shooter's ability and equipment.

5. Barricades should be used to restrict the shooter's movement instead of "visual calls by R/O's". In other words, if the stage designer wants the shooter to be close to a barricade to simulate using it for cover during the gunfight, the stage designer should place a barricade in such a way as to restrict the shooters movement. If there is nothing available to restrict the shooter's movement, then a "stick" secured to the ground can be substituted. In this way, there will be little to no controversies regarding penalties for failing to be in a particular place or using cover. This way the R/O is only required to observe the shooter's foot to see if he is touching the ground on the opposite side of the stick or "foot fault line" or not.
6. Hard and soft-cover are permissible.

**The issue of using "cover" may be the toughest and most controversial issues to work out. Please be patient for all the suggestions to come in and voted on. Until then the previous rules should be followed and using "verbal cover calls" should be kept to a minimum for now.*

Competition Rules

1. Shooters may use kneepads ONLY if they are suffering from knee injury.
2. Targets shall be shot as the shooter sees them. For example, when the shooter comes around a barricade, he will shoot the target that comes into view first and then the next one. If the stage requires the shooter to be exposed to more than one target at a time, the shooter shall engage the closest target first and work his way out to the farthest. The distance between the targets shall be obvious. If there is no significant distance between the targets, the shooter will choose target engagement order.
3. A shooter may reload using whatever method they wish, but must do so from behind cover or while moving if they run dry and are caught "in the open". The only exception to this would be a "Standards" exercise. "Standards" shall be a very small portion of a match, no more than 20% of any match, at most.

Not Allowed -

1. Air Gunning and/or taking a site picture.

Range Commands - Suggested

1. Does the shooter understand the course-of-fire?
2. Load and make ready.
3. Shooter Ready?
4. Stand by.
5. "Buzzer".

When the shooter is finished shooting:

1. If the shooter is finished, unload and show clear.
2. Slide down. (Revolvers = Cylinder Closed)
3. Hammer down. (Not necessary for revolvers.)
4. Holster.
5. The line is CLEAR. (Range is Safe.)