

DAPPL (Driftless Area Defensive Pistol League) – Rules

The following general rules will apply to all DAPPL matches. They may be modified to meet the requirements of individual matches. If modifications are required they will be promulgated on a per match basis. Many general and specific League requirements were stated in the “course of fire”, “invitation” and “email to shooters.” Those statements were of a “League” nature. They may also be Match specific and are made part of and applicable to this “rules” document.

Items amendments in magenta color apply to the February 18th, 2017 match.

General Rules:

1. This competition will operate under the rules as presented in this document and the rulings of the Driftless Area Defensive Pistol League Director, and by agreement between the Range Safety Officer and other match officials.
2. A Driftless Area Defensive Pistol League Director will be designated by agreement.
The league director will collect entry fees, maintain league financial accounting, maintain team designations and score records. The league director is also responsible for the posting of match results to the appropriate bulletin board, the PRSA website and individual team captain so desired.
He is responsible for the presentation of the traveling trophy and other awards at the end of the league season.
3. The Driftless Area Defensive Pistol League (DAPPL) season will begin on November 12th, 2016 and continue through the last match to be held, tentatively on April 15th, 2017.
4. The PRSA Website will serve as a “clearing house” for all information regarding the Driftless Area Defensive Pistol League. The web address is <http://myprsa.org>. Any questions or concerns of individual team members or competitors may be posted to the comments page of the website or directly to the league director in person, by telephone or email at reprsa@gmail.com. A separate page has been created on the website, specifically for DAPPL info.
5. This is a “Team” and “Individual Only” competition for all interested. A team will consist of two (2) shooters. Team members must be designated prior to the beginning of the competition and that designation will be used throughout all six (6) scheduled DAPPL matches. Teams are not allowed to change shooters once a match has begun. Once designated, the same person may not shoot on more than one team. Teams may be given a name by agreement of the shooters. If a team does not have a name, one will be assigned. One member of each team will be designated as the Team Captain. He will conduct duties normally proscribed to a team captain.
Note: All shooters will compete as individuals, Team designations are “on paper” for team awards only. Shooters may also compete as “Individuals Only”, if they so desire. However, they may not compete as a Team member and as an Individual Only shooter in the production class at the same match using the same gun. Only pre-designated “Team” members will be eligible for Team awards. Depending on the number of shooters who compete as Individual Only shooters, a separate award schedule may be created.
6. If a designated shooter is not able to attend a particular match, the team captain may assign an alternate or substitute for that match, but that person will fire under the pre-designated team members’ name. The same alternate or substitute may not fire on more than one team per match. The team captain will be required to notify the league director of any substitution, by email or telephone, at least 24 hours in advance of a match. An allowable substitution reason is illness, accident, injury, family emergency or pre-planned family function. This rule will prevent a team from using substitutes to “hunt” for a better shooter. Should this be discovered, any team doing so will be disqualified.
7. In the event of unforeseen circumstances or inclement weather at the time of a scheduled match, and the match was not able to be held, a “make-up” match(s) will be scheduled as needed. Because of how the range must be setup for each match “postals” will not be authorized.
8. The following dates are tentatively scheduled for DAPPL matches:
 1. November 12th, 2016 (at Richland Center)
 2. December 10th, 2016 (at Richland Center)
 3. January 21st, 2017 (at Richland Center)
 4. February 18th, 2017 (at Richland Center)
 5. March 18th, 2017 (at Richland Center)
 6. April 15th, 2017 (at Richland Center)

Safety Rules:

1. Guns may not be handled in the ready area. It is allowable to load “magazines only” in the ready area.
2. Dry firing is not permitted in the ready area.
3. Guns may not be loaded except as and when directed by the Range Safety Officer (RSO)

4. The muzzle of the gun must always be pointed down range during loading, unloading, engaging the course of fire or remedial action to clear a malfunction.
5. If the firing line is violated, by pointing a gun up range, or more than 90° from the median intercept of the backstop, the shooter will be told to unload, show clear and will be disqualified for the remainder of the match.
6. No shooter may leave the firing line without unloading, showing clear and receiving acknowledgement from the RSO.
7. In the event a firearm cannot be cleared due to a broken or failed mechanism, the shooter must immediately notify the RSO, keeping the gun barrel pointed down range. No shooter is allowed to leave the firing line with a loaded gun.
8. If a shooter is disqualified, the RSO will escort him from the range and the DAPPL League Director and Team Captain will be notified and the shooter will be requested to leave the event area. If he refuses, local Law Enforcement may be notified.
9. Basic firearms safety rules always apply:
 - Always assume the gun is loaded
 - Never point a gun at something you are not prepared to shoot
 - Be sure of your target and what is behind it
 - Keep your finger off the target until the muzzle is on target

Firearms and Equipment:

1. Determination whether any particular handgun is to be allowed for use in Team competition, is at the discretion of the DAPPL League Director and the Range Safety Officer.
2. Classification: There will be two (2) classifications allowed for use in DAPPL Team competition. Those are centerfire and rimfire; both are limited to use of stock, service, production or duty type handguns, with open or iron type sights.
3. Categories: In Team competitions only Production classification will be allowed. In Individual Only competitions the following additional categories will be allowed: Centerfire-Production & Unlimited, Rimfire-Production & Unlimited.
4. Handgun: Any safe, serviceable, semi-automatic handgun. All standard and safety features of the gun must be in operable condition. The same gun must be used throughout a match. If the gun becomes unserviceable during a match, it may be replaced by another gun of like or similar model. Use of a "single action only" type handgun is prohibited. Revolvers will not be allowed for Team competition, but may be used when an individual fires the course in the "Individual Only" group.
5. Caliber: For Team competition only the following calibers will be allowed, 9mm Parabellum, .40 Smith & Wesson and .45 ACP. When firing as an "Individual Only" all calibers are allowed, except as noted following.
 - a. Centerfire, any caliber handgun meeting the "maximum caliber allowed" rule. That rules states "equal to or less power than a 45 ACP using standard factory or military ball ammunition." There is no minimum caliber, but it must be centerfire primed.
Magnum caliber handguns, as designated by the manufacturer, are not allowed, unless they can be fired with mid-range or target type ammunition. Example; a 357 magnum may be used if fired with 38 special ammunition.
 - b. Rimfire, any .22 caliber handgun, firing standard .22-rimfire ammunition. Use of magnum rimfire ammunition is not allowed. Hyper-velocity calibers or ammunition is not allowed.
6. Ammunition: Magnum ammunition of any kind is prohibited. Use of reloads or handloads is allowed. Lead, copper or brass plated, powder coated, frangible or jacketed bullets are allowed. Use of Explosive, Tracer, Incendiary or Armor Piercing ammunition is prohibited.
7. Sights: "Open or Iron Sight", must be a standard iron or open type rear sight as typically provided on factory production handguns. It must have a slotted type rear sight and a post or blade type front sight. The sight may not extend beyond the muzzle of the barrel. Adjustable sights and sights having high visibility indicators are allowed. Lasers, E-dots, Red-dots & optical sights are not allowed in the Team competition.
8. Trigger and Grips: Triggers must function as designed and be safe in its operation. Release or electric triggers are prohibited. There is no minimum trigger pull required but the trigger must be safe and function as designed. Oversized, adjustable grips are not allowed in Team competition.
9. Use of compensators, suppressors or ported barrels is not permitted in Team competition.
10. The use of Eye and Hearing protectors is mandatory. The use of shooting gloves, which do not provide artificial support, is allowed.
11. Holsters must be Practical, Safe, Serviceable, and suited to the gun used. Holsters in use must retain the gun during any activity within a course of fire. They must be designed for drawing from the top only.

12. In the “Unlimited” category there are no restrictions as to type of handgun, or type of sight used. All calibers are allowed except as indicated in item 5a & b above. There are no restrictions as to grip, barrel length, porting, compensation, suppression, trigger type and pull, etc. but the handgun used must be approved by the League Director.

General Rules of Match Conduct:

1. Only the shooter, designated loader, range safety officer (RSO) and other designated range officials will be allowed in the range or at the firing line at any one time. All others must remain in the ready room area. Spectators may view through the range window. Range doors must be closed during firing. The air handling system must be operating.

a. All shooters and spectators must exhibit proper match decorum. Loud activities, music, screaming, and use of loud electronic devices, which could be distracting to the shooter and match officials, are prohibited. This is also applicable to the ready room.

2. All stages are to be fired from the Standing, Standing Crouch, Kneeling, Sitting or Prone positions as indicated in the “course of fire” document for each match. If not stated position will be the shooters choice. Firing must be done from within the shooting box indicated at each shooting lane.

3. All stages, may be fired from the “Ready” position, (gun pointed at the floor at least 5-6 feet in front of the shooter.) unless stated otherwise in the course of fire document or match program. Alternatively the gun may be “Dawn from a Holster”. If drawn from a holster, the safety must be engaged until the handgun is out and pointed toward the target. If a shooter chooses to draw from a holster, he must keep his hands in a “surrender” position until the signal to fire is given.

4. Magazine pouches for pistols and speed loaders for revolvers are recommended.

5. Mechanical safeties, if the gun is so equipped, must be operable and engaged until the signal to fire has been given.

6. Handgun must be held in 1 or 2 hands only, arms outstretched, not resting against the chest. The handgun may not be supported by any part of the shooters body other than the hands. Any device or item affording the shooter and/or gun artificial support is not permitted. Exception: when firing from cover or barricade; the shooters hand, wrist or forearm may engage the barricade or cover device. The handgun itself must not be in contact with the barricade or cover device, unless it is so stated in the course of fire document. Gun/barricade contact is usually applicable and allowed when the Tactical Barricades are used.

7. 1911 style guns may be in the “cocked and locked” configuration until the signal to fire is given.

8. Revolvers are handled from the “hammer at rest” configuration. Do not use the cocked or half cock position. The first round and all subsequent rounds may be fired double action. If fired single action, the hammer shall not be cocked until the signal or command to fire has been given.

9. All firing will be started by an audible signal, such as a whistle, electronic tone or the command Fire. If time has expired and the shooter has not completed his stage(s) the RSO will issue a Cease Fire command.

10. Handguns/magazines are to be loaded with a maximum number of rounds as stated in the course of fire document or as called for by the stage being fired. A shooter may not load more rounds than called for in each stage. Doing so constitutes a procedural error and will incur penalties. A minimum number of magazines required for each stage will be listed in the course of fire document.

11. Each Shooter will be called to the firing line in succession and will complete all stages as indicated in the match program.

12. Range commands will be given by a Range Safety Officer (RSO). Failure to follow RSO commands can result in a penalty or disqualification.

13. The Range Safety Officer (RSO) will call the individual shooter to the line, briefly describe the stage and inform the shooter to prepare for the stage. He will then command “Load”. He will then ask “Shooter Ready”. After receiving the proper indication from the shooter, he will command “Standby”. At the audible signal or command the shooter may begin firing the stage.

14. After the shooter completes each stage, or allotted time has expired, the RSO will signal, by whistle, tone and/or command, “Cease Fire, Unload and Show Clear”. Shooter must remove the magazine, lock the action open or open the cylinder on a revolver and present the open action port or cylinder to the RSO so he may verify a safe condition. The shooter may move to the next stage when so informed, or exit the range after he has completed all stages. Upon acknowledgement of a safe condition by the RSO the shooter may close the action and holster their handgun.

15. Any disagreements or challenges related to scoring between the Shooter and the Scorer, will be resolved by the Range Officer(s). The use of scoring aids or plugs is limited to the Range Officer(s). There is a challenge fee of \$1.00 per shot. This fee is returned if the challenge is sustained.

Targets & Scoring:

1. The target for all stages will be as described in the course of fire document. AP-2, B-3, No Shoot Hostage -may be used.
2. These matches may be “scored”, “timed” or “scored and timed” events. There may be maximum time limits per stage. This is done to keep the playing field even for all shooters. The maximum times per stage are quite liberal and should eliminate any “hurry up” factor. Refer to the Course of Fire document for individual stage times.
3. Because these matches will be using multiple shooting lanes (2 through 9), all targets will be hung prior to each shooter firing. All retrieving, replacing and scoring of targets will be done at the completion of a stage or a shooters match. The shooter is allowed to view but not touch his target after firing and prior to scoring. The RSO or other designated person will collect the targets and present them to the scorer.
4. Targets are “score cards”. **No target will be scored unless it legibly displays the name of the shooter, date and stage number, written legibly on the target face at the indicated location.** All scoring of the target is to be indicated, legibly, in the area provided for on the target face. After scoring, **the scorer must sign the target** and return it to the shooter. The shooter is then allowed to challenge the score shown on the target. The shooter may not touch individual shot holes by finger or other device until he accepts the target as scored. If the shooter accepts the target as scored it is then presented it to the statistician (league scorer) for the recording of his score. Once the score is recorded the target may then be returned to the shooter. In most cases or matches, the league statistician will retain the targets to verify proper scoring. When so retained, the targets will be made available to the shooter at the next match.

Penalties:

1. The following infractions will result in **immediate disqualification**:
 - Dropping a gun and picking it up without the RSO’s permission.
 - Any discharge that injures the shooter, range officer, scorer or anyone else.
 - Any errant shot into a holster.
 - Discharging of a round into the floor less than 6 feet down range, or into the walls or ceiling.
 - Consumption of alcohol or non-prescribed medication prior to or while competing in a match.
 - Failure to follow the instructions of the RSO after receiving one (1) warning.
2. Any shooter who is found to have more than the allotted number of rounds loaded in their magazines, will be disqualified for that stage when discovered. If this is found more than one time the shooter will be disqualified for the entire match.
3. Additional penalties may be assessed according to the infractions listed below and as stated in the course of fire document. Each penalty will be assessed as either 5 points in a scored match or 5 seconds in a timed match. The following are infractions which may result in a penalty:
 - There may be penalties for misses. This will be stated in the course of fire document
 - Creeping (moving toward the gun or target before the start signal is given)
 - Incorrect or non-movement
 - Premature Start (firing prior to the start signal or command)
 - Excessive Rounds Fired (firing more than the required number of rounds in each stage)
 - Excessive hit on any target (5 points/seconds per excessive hit.)
 - Over Time (firing after any Cease Fire signal or Command has been give)
 - Procedure Error (firing in any manner or time except as commanded by the RSO.
 - Foot Faults (firing from outside of any lanes designated shooting box)
 - Match #4, February 18th, 2017 – this being a Timed match, a 5 second penalty will be assessed for each miss, excessive hit or procedural violation.
4. No coaching is allowed on the firing line at any time by anyone.
5. This document is subject to modification to conform to the requirements of subsequent matches.