



IMA-PCC Rules



1 General Conduct & Dispute Resolution

- 1.1 Eye protection is mandatory for participants, spectators & officials at the event site.
- 1.2 Ear protection is mandatory for participants, spectators & officials while on or near a stage.
- 1.3 No participants or spectators shall consume or be under the influence of alcohol or non-prescription drugs at the event site. Any participant found to be impaired because of legitimate prescription drugs may be directed to stop shooting and leave the event site.
- 1.4 Clothing with any offensive images or wording will not be worn or displayed while at the event site.
- 1.5 Participants may be subject to event disqualification for safety or conduct violations. Disqualification will result in complete disqualification from the event, and the participant will not be allowed to continue or be eligible for trophies.
- 1.6 Participants and spectators are expected to conduct themselves in a courteous and sportsman-like manner. Any person who violates this rule may be ejected from the event site at the Range Master's discretion. A participant shall be disqualified for unsportsmanlike conduct, including (but not limited to) cheating, making threats, assault, disruptive or distracting behavior, and willful disregard of Event Official instructions.
- 1.7 All warnings, disqualifications and reshoots are subject to approval by the Range Master.
- 1.8 Participants must compete for score according to the published match and squadding schedule.
 - 1.8.1 A participant who is not present at the scheduled time and date for a stage may not attempt that stage without the written approval of the Range Master, and the provisions of rule 6.1.13 will apply.
 - 1.8.2 Participants will not be permitted to defer due to lighting or weather conditions, except when the Range Master determines that a stage attempt would (i) start outside the published hours for sunrise-to-sunset, or (ii) put participant or Event Official safety in immediate jeopardy.
- 1.9 Participants may inspect the courses of fire provided the stages in question are not occupied by a squad or being worked on by Event Officials. Inspection should be conducted from the shooting areas only. Props and targets may not be activated, reset or otherwise interfered with.
- 1.10 Participants may take a brief sight picture during the Make Ready procedure. Sight pictures must be taken offhand while standing at the start location; participants may not assume other positions or rest on props.
- 1.11 Participants are required to help reset stages.
- 1.12 Any aspect not expressly covered in this document will be resolved with a ruling by the Match Director in consultation with the Range Master, making reference to the norms and precedents of 2019 USPSA Multigun rules as they deem appropriate. Any ruling by the Match Director will be final and will serve as a precedent for the duration of the event. If rules overlap, fully or partially, the IMA rules will take precedence.
 - 1.12.1 The following USPSA rule sections and their subsections specifically do not apply: 1.1.5, 1.2, 2.2.1.4, 2.4, 2.5, 4.3.5, 6.4, 8.4.2, 9.2, 9.3.3, 9.3.4, 9.3.5, 9.5.3.4, 9.5.3.5, 9.5.5, 9.8.3, 9.9.1, 9.9.2, 10.2.9, 10.2.12, 10.2.13, 10.5.3.2, 11, Appendices A-F.
- 1.13 To have a matter arbitrated, a participant may obtain an Arbitration Request Form from the Range Master. The completed form and the arbitration fee (US\$100 cash) must be submitted to the Match Director within one hour of the incident in question.
 - 1.13.1 The facts of the incident as reported by Event Officials will be presumed accurate unless disproved by compelling evidence to the contrary.
 - 1.13.2 Unedited photographic or video evidence will be evaluated using a "clear and incontrovertible visual evidence" standard. Such imagery may not be used to influence any official's decision outside the framework of a formal arbitration, nor in the case of a third-party arbitration.
 - 1.13.3 The Match Director will review the evidence, hear testimony, take counsel and issue a ruling before the end of the event.
 - 1.13.4 If the arbitration is approved, the arbitration fee will be refunded. If the arbitration is disapproved, the arbitration fee will be forfeited.

2 Safety

- 2.1 All events will be run on cold ranges.
 - 2.1.1 Participants' firearms must remain unloaded at the event site except under the direction and immediate supervision of an Event Official.
- 2.2 When transporting PCCs to, from and between stages, they must be cased, or secured muzzle up or down in a stable gun cart/caddy, or carried with the muzzle up or down. Actions must be open with detachable magazines removed and Open Bolt Indicator devices (e.g. chamber flag) inserted.
- 2.3 Firearms may only be handled in one of the following clearly designated areas:
 - 2.3.1 Safety Area: Unloaded firearms may be handled without Event Official supervision. Muzzles must point towards the "Safety Area" sign or other designated safe direction. Ammunition (including dummy ammunition or loaded magazines) may not be handled in a Safety Area.
 - 2.3.2 Long Gun Staging Area: Unloaded PCCs may be placed here until required. Muzzles must be kept pointing towards the berm or other designated safe direction. When it is a participant's turn to shoot, they may uncase/retrieve their PCC from this area without Event Official supervision and carry it muzzle up/down directly to the start location. After shooting the stage, the participant may likewise return their PCC to this area and case it as necessary. No other gun handling is permitted in the Long Gun Staging Area.
- 2.4 A participant who commits a safety violation will be stopped by an Event Official and disqualified. Examples of safety violations include:
 - 2.4.1 Performing any act proscribed under sections 10.4 or 10.5 of 2019 USPSA Multigun rules.
 - 2.4.1.1 Violations of USPSA Multigun rules 10.5.1, 10.5.13 and 10.5.20 will incur a warning for the first occurrence.
 - 2.4.2 Handling firearms contrary to the provisions of rule 2.3
 - 2.4.2.1 Violations will incur a warning for the first occurrence.
 - 2.4.3 Possession of any prohibited ammunition as defined in Section 3.
 - 2.4.4 Firing a shot while not legitimately engaging a target.
 - 2.4.5 Pointing a firearm, whether loaded or unloaded, in any direction deemed by Event Officials to be unsafe.

3 Ammunition

- 3.1 Minimum caliber: 9mm (0.355”).
- 3.2 Maximum velocity: 1600fps. Higher velocity projectiles are unsafe and prohibited.
- 3.3 Ammunition containing tracer, incendiary, armor piercing, steel jacketed or steel/tungsten/penetrator core projectiles is unsafe and prohibited.

4 Pistol Caliber Carbines (PCCs)

- 4.1 All PCCs used by participants must be serviceable and safe. Event Officials may inspect a participant’s PCC at any time to check it is functioning safely. If any PCC 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 Range Master.
- 4.2 Firearms capable of fully automatic-fire, burst-fire (“machine guns”), or binary-fire may be used only in semi-auto mode (i.e. not more than one (1) round fired with each pull/release cycle of the trigger). Violation of this rule will incur a 30 second time penalty per occurrence and repeat offenders may be subject to the provisions of rule 1.6.
- 4.3 PCCs must be fitted with a shoulder stock or bracing device and must be capable of being fired with three points of contact. Pistols derived from rifle designs and conventional handguns in rifle-like chassis systems are acceptable provided they can be safely shouldered. Conventional handguns incapable of being shouldered are not allowed. The Range Master will be the final arbiter of whether a particular firearm complies.
- 4.4 Participants must use the same PCC for the entire event.
 - 4.4.1 If a participant's PCC becomes unserviceable, that participant may replace their PCC with another of a substantially similar model, caliber and sighting system only with the approval of the Range Master.
- 4.5 Participants generally may not reconfigure or modify their PCC during the course of the event except as stipulated in the applicable equipment division rules.
 - 4.5.1 If a participant's PCC becomes unserviceable, that participant may repair their PCC with directly equivalent replacement parts. If replacement parts result in a significant change to the PCC configuration, then the repair must be approved by the Range Master.
 - 4.5.2 Installing or removing minor accessories (e.g. slings, scope covers) is generally permissible; the Range Master will be the final arbiter of whether an accessory is “minor”.
- 4.6 Unless otherwise stipulated in the stage briefing, the participant’s equipment will start the stage in the following conditions:
 - 4.6.1 PCC loaded to division start capacity and held in the low ready position (i.e. oriented with sights uppermost, buttstock in strong-side shoulder, hands in normal firing hold with finger outside trigger guard, muzzle at belt level), safety catch detained in the “safe” position.
 - 4.6.2 The participant 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).
 - 4.6.3 All equipment must start the stage secured on the participant’s person or PCC (i.e. equipment may not be otherwise pre-positioned on the stage). Belts, holsters, ammunition carriers and other equipment worn or carried by the participant may be changed, repositioned or reconfigured between stages. Cinched and coupled magazines are allowed.
- 4.7 Sound suppressors (silencers) are permitted in all divisions. However, if the shot timer fails to pick up the last shot, an Event Official may have to tap the timer in order to get a recordable time. Any timing error so caused will not be grounds for a reshoot.

5 Equipment Divisions

- 5.1 Participants will declare one equipment division at the beginning of the event.
 - 5.1.1 Equipment divisions are: Open, Limited, Irons and Modern Classic.
 - 5.1.2 Failure to meet all equipment requirements of the declared division shall result in the participant being placed into Open division. If the requirements of Open division are not met, the participant’s scores will be excluded from the final event results.
- 5.2 Open Division
 - 5.2.1 Any semi-auto pistol caliber carbine.
 - 5.2.2 Any sighting system(s)
 - 5.2.3 Supporting devices (bipods etc.) may start any stage installed or removed, folded or deployed at the participant’s discretion.
- 5.3 Limited Division
 - 5.3.1 Any semi-auto pistol caliber carbine.
 - 5.3.2 Non-magnified sights only (any number of red dot optical sights, iron sights and/or lasers are allowed).
 - 5.3.3 Supporting devices (bipods etc.) are prohibited.
- 5.4 Irons Division
 - 5.4.1 Any semi-auto pistol caliber carbine.
 - 5.4.2 Iron sights only (no optical sights or lasers).
 - 5.4.3 Supporting devices (bipods etc.) are prohibited.
- 5.5 Modern Classic Division
 - 5.5.1 Any semi-auto pistol caliber carbine based on a submachine gun designed and commercialized prior to January 1st 1980.
 - 5.5.1.1 AR15 PCCs do not qualify for this division.
 - 5.5.2 The general configuration of the firearm, including sighting system, must be reasonably faithful to the original. The Range Master will be the final arbiter of compliance. Optical sights were rare in this era and are unlikely to be approved.
 - 5.5.3 No magazine may be loaded with more than thirty (30) rounds after the start signal.
 - 5.5.4 Supporting devices (bipods etc.) and other accessories or upgrades are prohibited unless they were a standard feature of the original submachine gun design.

6 Scoring & Penalties

- 6.1 Stage time will be based on time to complete the stage plus applicable penalties.
- 6.1.1 Unless otherwise stipulated in the stage briefing, cardboard “shoot” targets must be neutralized by receiving either one (1) A-zone hit, one (1) B-zone hit or two (2) hits anywhere in the scoring area. Examples of neutralized targets include:
 - 6.1.1.1 One (1) hit in the upper A–zone or B- zone. USPSA targets found to be missing a B-zone will be scored as if the neck-line were present. Event Officials may use a straight-edge or similar aid to make scoring calls as they deem necessary.
 - 6.1.1.2 One (1) hit in the lower A-zone.
 - 6.1.1.3 Two (2) hits anywhere in the scoring area, in any combination of the C-zone and/or D-zone.
 - 6.1.2 Cardboard “shoot” targets that are not neutralized will incur time penalties as follows:
 - 6.1.2.1 One (1) hit in the C-zone or D-zone only = 5 second penalty (Target Not Neutralized).
 - 6.1.2.2 No hits on target, but target was engaged = 10 second penalty (Un-hit Target).
 - 6.1.2.3 No hits on target, and target was not engaged = 15 second penalty (Target Not Engaged).
 - 6.1.3 Only holes made by intact bullets will count for score/penalty. Evidence that the intact projectile made the hole must be present on the target (i.e. crown or grease ring). Holes made by shrapnel, fragments or flying debris will not count for score/penalty).
 - 6.1.4 Knock-down targets must fall, rotate over center or turn at least 45 degrees from the start orientation to score. Multiple targets falling due to a single shot will not be declared range equipment failure unless the Range Master determines that the subject targets are not functioning as designed. Swinging/flashing targets must react in the manner prescribed in the stage briefing. An Event Official may call hits.
 - 6.1.4.1 Pepper Poppers are subject to participant challenge per USPSA norms. Calibration will be performed using a 16” barreled PCC loaded with factory 9mm ammunition fired from anywhere within the designated shooting area at the Range Master’s discretion.
 - 6.1.4.2 Other falling and reactive targets are not subject to participant challenge, but may be inspected, adjusted or tested at the Range Master’s discretion. Participants may receive a reshoot only if the Range Master determines that their stage run was impacted by such a target not functioning as designed.
 - 6.1.5 Frangible targets (e.g. clay pigeons) must break by gunfire to score. A target with a significant piece visibly detached is considered “broken”.
 - 6.1.6 Knock-down/reactive/frangible targets that do not fall/react/break will incur time penalties as follows:
 - 6.1.6.1 Target did not fall/react/break, but target was engaged = 10 second penalty (Un-hit Target).
 - 6.1.6.2 Target did not fall/react/break, and target was not engaged = 15 second penalty (Target Not Engaged).
 - 6.1.7 Disappearing targets may only be engaged after their appearance and before their disappearance.
 - 6.1.8 Scoring hits on designated “No Shoot” targets will incur a 5 second penalty per hit, up to a maximum of 2 hits per no-shoot. Steel “No Shoot” targets must fall to score. Frangible “No Shoot” targets must break to score.
 - 6.1.9 Failure to follow procedures prescribed in the stage briefing will result in a 5 second penalty.
 - 6.1.9.1 If a competitive advantage is deemed to have been gained, procedural penalties may be applied on a “per shot” basis.
 - 6.1.9.2 Enhanced procedural penalties may be applied at the Range Master’s discretion if a participant willfully and egregiously violates stage procedures.
 - 6.1.9.3 The rendering of any assistance or advice to a participant who is actively engaged in a stage (“coaching”) by any person other than an Event Official is prohibited. Event Officials may penalize the “coach” and/or the participant with a procedural penalty for each occurrence. Persistent coaching may be subject to the provisions of rules 1.5 and/or 1.6.
 - 6.1.10 The stage briefing may stipulate a shooting area sequence. During such a stage, once a participant begins shooting from a shooting area, they may not return to any previous shooting area (violation will incur penalties per rule 6.1.9.1).
 - 6.1.11 Long-range targets for some stages may be visible from other stages. It is the participant’s responsibility to understand which targets they are supposed to be engaging. If Event Officials believe a participant is engaging the wrong targets, they may give verbal warnings and direct the participant to engage only the correct targets. Such commands will not be grounds for a reshoot.
 - 6.1.12 Additional penalties may be applied as stipulated in the stage briefing.
 - 6.1.13 Stage Not Fired (SNF) will result in zero points earned for the affected stage.
 - 6.1.14 Unless otherwise stipulated in the stage briefing, all stages are timed from the audible start signal to the last shot fired and are subject to a 120 second time limit (“par time”). If a participant “times out”, they will be stopped as soon as possible and their score will be the time to the last recorded shot plus any penalties for un-engaged/un-hit targets.
 - 6.1.15 Scores may be recorded electronically and/or on paper at the Range Master’s discretion. In the event of an irreconcilable discrepancy, the electronic record will prevail. Once final scores are posted, participants will have 30 minutes to protest any apparent errors. After the protest period has expired, all published scores will be deemed final.
- 6.2 Stage Points
- 6.2.1 Stage points will be calculated separately for each equipment division.
 - 6.2.2 Stage points will be awarded to participants according to their stage time relative to the fastest time on that stage, using the equation $STAGE_POINTS = (FASTEST_TIME / PARTICIPANT_TIME) \times 100$.
 - 6.2.3 Total points accumulated for all stages will determine the event placement by division.
 - 6.2.4 Highest score wins.
 - 6.2.5 One or more of the following individual participant categories may be reported at the discretion of the Match Director:
 - 6.2.5.1 Lady: Participants who are female. By entering this category, trans women certify that their total testosterone level in serum has been kept below 10 nmol/L for at least 12 months prior to the event.
 - 6.2.5.2 Junior: Participants who were under the age of 18 years on the first day of the event.
 - 6.2.5.3 Senior: Participants who were over the age of 55 years and under the age of 65 years on the first day of the event.
 - 6.2.5.4 Super Senior: Participants who were over the age of 65 years on the first day of the event.
 - 6.2.5.5 Military: Current or honorably retired military personnel.
 - 6.2.5.6 Law: Current or retired full-time law enforcement officers with arrest powers.