

# YSSF<sup>®</sup>

**Youth Shooting  
Sports Federation**



# **2017 U.S. Open Official Handbook**

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# Youth Shooting Sports Federation Handbook

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# **Youth Shooting Sports Federation Handbook**

## **1.0 - INTRODUCTION**

### **1.1 The YSSF**

The Youth Shooting Sports Foundation (YSSF), is a 501(c)(3) non-profit educational-athletic organization, which provides administrative support and direction for the YSSF Clay Target Program. The YSSF is governed by a President, Vice President, Secretary, Treasurer and Advisory Board. The YSSF is the administrator of the U.S. Open Youth Clay Shooting Championships as well as other sanctioned events that may be scheduled from time-to-time by the YSSF Board of Directors.

### **1.2 YSSF President**

The YSSF President is an unpaid position and is elected by a majority vote of the YSSF Board to assist administrative personnel in the day-to-day operations of the YSSF Clay Target Program. The President is the contact person for head coaches and the final arbiter of all decisions relating to the interpretation of the rules as set forth in this handbook. Decisions of the President are final, binding and not appealable. In extraordinary circumstances, the President may grant a waiver or allow a special exception to the rules. Such waivers or exceptions shall be made only when doing so is in the best interest of the YSSF.

### **1.3 Purpose and Design of the YSSF Program**

The YSSF Clay Target Program is a team based youth development program for school aged youths (grades 12 and under) which uses participation in the shooting sports to provide it's participants with a positive, life enhancing experience and is designed to instill in them a set of personal values or character traits that teaches fair play, individual responsibility, sportsmanship, self-discipline and personal commitment – qualities that will serve them well throughout their lives and will be instrumental in helping each participant reach their full potential.

YSSF team activities are designed to incorporate two indispensable elements - SAFETY and FUN. YSSF participants, led by trained and dedicated coaches, are taught the safe and responsible handling and use of firearms. The learning environment at team practices, and at competitive shoots, is designed to include the element of fun for all participants. Participants discover the joy of contributing to a shared team goal and the commitment that goes along with it. During this self-discovery process, team members develop proficiency in a sport that can be shared and enjoyed with family and friends for a lifetime.

Competition is clearly a part of the YSSF sponsored shooting programs, but it is NOT the main emphasis of the program. The “Win at all Costs” philosophy has no place in this program. Striving to win while playing by the rules does. Participants are encouraged to set goals for improving their skills and contribute to the team. Honoring the game, exhibiting good sportsmanship and being a responsible team member are the primary values the YSSF wishes to instill in its participants. It is the duty of everyone involved in the YSSF – Coaches, Parents and Participants to familiarize themselves with the rules in this handbook and to uphold the high moral and ethical standards of personal conduct that participating in the shooting sports requires.

### **1.4 Sanctioned Shooting Disciplines and Seasons**

The YSSF offers opportunities for teams to participate in the Clay Target Program in the shooting sports of Trap, Skeet, and Sporting Clays. The administrative year begins on January 1 and runs through December 31.

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## 2.0 - GENERAL REQUIREMENTS

### 2.1 Participant

#### 2.1.1 Student Status and Age Eligibility

All school age youths in grades 12 and under with the physical, mental and emotional maturity to participate in a team shooting sport are eligible to participate. Participants must be students enrolled in a primary, elementary, middle, junior or senior high school or enrolled in a bona fide home school program. Eligibility ends with graduation from high school or once a student reaches his or her 20<sup>th</sup> birthday, whichever comes first. High school participants graduating in the fall or spring semester of the current season are eligible to compete in YSSF sanctioned events for the remainder of that administrative year.

#### 2.1.2 Competitive Divisions and Categories

Divisions and Categories are designed to allow participants the opportunity of competing on a level playing field with one another. Grade level in school – not age – and years of participation within a division are the criteria used. Home schooled students 15 years of age or older must compete in the Senior Division. Grade is determined based on the athlete's year in school as of September 1 of the year prior to the start of the YSSF administrative year on January 1st.

#### **Rookie Division - Grades 5 and under**

#### **Intermediate Division - Grades 6, 7, 8**

- a. Intermediate Entry Category - 1<sup>st</sup> year of participation in the Intermediate Division.
- b. Intermediate Advanced Category – After one year of participation in the Intermediate Division an athlete will move up to compete in the Advanced category.

#### **Senior Division - Grades 9, 10, 11, 12**

- a. Junior Varsity Category - 1<sup>st</sup> year of participation in the Senior Division.
- b. Varsity Category – After one year of participation in the Senior Division an athlete will move up to compete in the Varsity category.

### 2.2 Team

#### 2.2.1 Team Composition

A team consists of one or more athletes and coaches from a team that meet the requirements of this handbook. A Team may choose to recruit its members from a sponsoring school or gun club. Participants may also be recruited from neighborhoods and communities and sponsored by youth organizations such as Church Groups, 4-H, Boy and Girl Scouts, FFA, Police Athletic Leagues or American Legion Posts, to name a few.

#### 2.2.2 New Participants on a Team

Potential new members interested in shooting on an existing YSSF Team must register and pay the appropriate fees to participate in any YSSF sanctioned events. New members may join a YSSF Team at any time.

#### 2.2.3 Choosing a Team

A participant in the YSSF program is required to shoot for the high school they attend unless they were previously shooting for a gun club that has a team participating in YSSF sanctioned events.

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In the event they are shooting for a gun club with a YSSF Team and they either begin attending a high school that has a YSSF Team or the high school they are currently attending starts a YSSF Team, they have the option of selecting the Team they wish to shoot for. Once an athlete has made their selection, they are committed to shoot for that Team for future YSSF sanctioned events. This rule avoids teams from ‘cherry-picking’ athletes in order to gain an unfair competitive advantage.

A gun club participant in YSSF is required to shoot for one of the two gun club Teams located closest to their residence or school. If the participant has been previously shooting for a different gun club Team that is not one of the two Teams closest to their residence or school prior to the gun club Team participating in any previous YSSF sanctioned event, they may continue shooting for that Team.

If a participant attends a high school with no Team and there is no gun club Team near their school or residence, they may join another Team or participate in a YSSF sanctioned event as an individual registrant so long as they meet all the other requirements outlined in this handbook. A participant in the YSSF may not be a member of, nor compete for, more than one YSSF Team within any shooting discipline. Once a participant selects a Team the decision is irrevocable and one that remains in effect for all future YSSF events for that particular shooting discipline. If a participant should change schools during the target year they may ask for a variance to this rule from YSSF.

### **2.2.4 Team Minimum Requirement**

A Team must consist of at least one registered athlete. There is no upper limit to the number of individuals that can be registered with a Team. The basic competitive unit of a YSSF sanctioned event is the Squad. A squad consists of five participants in trap and three participants in skeet and sporting clays, regardless of YSSF category. Teams may field as many competitive squads as they can recruit members to fill them.

### **2.2.5 Bump-Up Rule**

A competitive squad is five (5) shooters in trap and three (3) in skeet and sporting clays who are of the same Category and Division. In a YSSF sanctioned event where a Team is unable to field a full squad in a particular Division and Category, a lower Division and Category participant or participants may be elevated, or “bumped-up”, to fill the higher squad vacancy for that event. The squad collectively then assumes the identity of the highest ranked Division and Category squad member for that event. Those individuals that were bumped-up remain eligible for individual awards in their original Division and Category. A high school team with an *officially affiliated* junior gun club program may bump up athletes from the junior gun club team to the high school team for the purposes of squad award calculations (does not include High 5 calculation). Junior gun club teams and high school teams that are not affiliated may not bump up athletes between teams.

The main purpose of the bump-up rule is to give Teams the ability to field at least one competitive squad in a Division and Category where they would not otherwise be able to do so, as well as for teams that may have multiple squads in a Division or Category but one of those squads is not complete (less than 5 athletes in trap, 3 in skeet and sporting clays) due to an odd number of participants in that particular Division and Category. For example: If a trap team had only one Varsity squad with three shooters, the team may bump up a JV shooter and an Intermediate

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Advanced shooter to fill the squad of 5 athletes. The squad may then compete as a Varsity Squad for that event, however the shooters bumped-up will still compete for individual awards in the Junior Varsity and Intermediate Advanced categories. Teams may field multiple competitive squads including those that are comprised of five athletes from the same Division and Category and squads that are utilizing the bump-up rule if a squad has less than five athletes in a Category or Division. All competitive squads shall be eligible for relevant awards earned.

If a team has sufficient athletes to assemble a full squad (5 athletes in trap, 3 in skeet and sporting clays) in a Division or Category, it must do so before bumping up any lower Division or Category athlete to the upper level squad. For example, if a Trap team has four Varsity shooters, five JV shooters, and six IE shooters, it must squad the JV shooters on a full squad, five of the IE shooters on a squad, and then may bump up the remaining IE shooter to fill the Varsity squad vacancy.

A shooter may also compete on a Mixed Squad (a squad made up of members from different teams) or a Short Squad (one that is not full) and maintain their individual classification. Those Mixed or Short squads are not competitive squads but the individual shooters are eligible for individual awards in their respective Division and Category.

### **2.2.6 Team Registration Process and Deadline**

Each Team must have a Head Coach (see 2.3.2), who is responsible for registering their Team for a YSSF sanctioned event. If a registrant is participating as an individual they must have a legal guardian who is responsible for them at a YSSF sanctioned event.

**Only Registered YSSF Participants (*those who are registered and have paid appropriate fees*) may participate in YSSF sanctioned competitions. Violations of this Rule could result in the expulsion of a participant or a team from the YSSF.**

### **2.2.7 Team Focus**

The intent of the YSSF is to provide participants with the opportunity to be a member of a TEAM. A Team is composed of a group of individuals who are committed to a common goal and who work together regularly to achieve that goal. Ultimately, to achieve this unity of purpose requires team members to spend time together in activities other than just shooting. Team members are expected to practice on a regular basis with their coach(es) and to actively participate in team fund-raising efforts and community-service projects.

### **2.2.8 Regular Practices**

For safety reasons, head coaches are encouraged to hold regular practices for their Team members at their home gun clubs or shooting facilities.

### **2.2.9 Team Funding**

A Team is responsible for its own funding including practice, travel, meals, ammunition, and shoot registration fees.

## **2.3 Coaches and Adult Volunteers**

### **2.3.1 Head Coach or Legal Guardian Requirements**

Every Team or individual athlete registrant must have a Head Coach or legal guardian who is 21 years of age or older. The first and foremost responsibility of the Head Coach or guardian is to

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ensure the SAFETY of all participants. Head Coaches MUST emphasize safe handling and use of firearms in every facet of a YSSF sanctioned event.

### **2.3.2 Head Coach Responsibilities**

The Head Coach is the primary point of contact between YSSF and everyone involved with the Team unless he/she appoints an administrative person to assume this duty. The Head Coach also oversees the activities of the Assistant Coaches and Adult Volunteers. For all YSSF sanctioned events, the Team must be under the supervision of the Team's Head Coach or if an individual registrant, the legal guardian. In the event the Head Coach cannot be present, he/she must designate an Assistant Coach who is registered with the team to provide supervision and leadership.

It is the Head Coach's responsibility to verify that the Division and Category information for each participant is correct upon registration to a sanctioned YSSF event. YSSF encourages all Head Coaches and Assistant Coaches to hold a current Shotgun Coach Certification credential. Credentials from the following Certified Coach training programs are acceptable.

- USAS/NRA/CMP Shotgun Coach Certification (preferred)
- NSCA Level 1 or higher Instructor Certification
- NSSA Level 1 or higher Instructor Certification
- NRA/ATA Trap Coach Certification
- NRA Shotgun Instructor Certification
- 4-H Shooting Sports Shotgun Certification
- Boy Scouts Shotgun Instructor Certification

### **2.3.3 Head Coach Registration**

The Head Coach or legal guardian must register with YSSF at the beginning of any YSSF sanctioned event and provide on-site contract information such as a cell phone number.

### **2.3.4 Participant Registration**

Participant registration is required for every athlete participating in a YSSF sanctioned event. Registration involves going to the YSSF sanctioned event website and entering the Head Coach and Participant information into the appropriate registration fields. Teams are required to pay all YSSF event fees prior to the beginning of the event. Prior to participating in any YSSF sanctioned event, the Head Coach or legal guardian must complete and submit a Consent and Waiver and Medical Consent form for each of his/her participants. Head Coaches can refer to [youthclayshooting.com](http://youthclayshooting.com) or contact the YSSF shoot administrator for copies of blank consent forms.

**Only Registered Participants may participate in YSSF Competitions. Violations of this Rule could result in the expulsion of a participant from the YSSF event.**

### **2.3.5 Assistant Coaches and Adult Volunteers**

**2.3.5.1** All Assistant Coaches are encouraged to hold a current coaching Certification and be registered with the YSSF in the same manner as the Head Coach. Assistant Coaches and Adult Volunteers must be a minimum of 21 years old.



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**2.3.5.2** The Assistant Coach's first and foremost responsibility is to ensure the safety of all participants and as such must emphasize the safe handling and use of firearms in every facet of the program. They are to assist the Head Coach with regular practice sessions and assist in performing the role of safety monitor at competitions.

## 3.0 - EQUIPMENT

### 3.1 Shotguns

**3.1.1** Any shotgun action type, 12 gauge or smaller, may be used as long as it is in a safe and workable condition and the participant is familiar with its operation. Shotguns used for all the disciplines, except for trap, must be able to shoot twice without requiring it to be reloaded.

**3.1.2** All participants using semi-automatic shotguns shall use a device capable of deflecting or suspending a fired shell hull so that it does not strike or interfere with fellow participants on the shooting line (e.g. shell catcher, rubber band, etc.).

**3.1.3** Guns with exposed hammers, pistol/tactical grips/stocks, and release triggers are prohibited.

**3.1.4** Choke tubes or shotgun barrels may not be changed during any sanctioned event with the exception of chokes in sporting clays.

**3.1.5** Optics, assistive aiming devices, or shooting scopes are prohibited. A single neon colored front bead is permitted.

### 3.2 Shotshells

**3.2.1** Shotshells used in the trap, skeet and sporting clays disciplines must be 'factory new' and meet the following specifications:

- A maximum shot charge of 1 1/8 oz. cannot exceed a velocity of 1,290 ft/sec. or
- A maximum shot charge of 1 oz. cannot exceed a velocity of 1,325 ft/sec. or
- A maximum shot charge of 7/8 oz. cannot exceed a velocity of 1,350 ft/sec.

**3.2.2** Shotshells with a shot charge greater than 1 1/8 oz. and containing shot larger than #7 1/2 are prohibited in all disciplines.

**3.2.3** Reloaded (either personally or professionally) shotshells or those containing nickel, steel or copper coated shot, tracer loads/wads, or black powder are prohibited in all disciplines.

## 4.0 - SAFETY REQUIREMENTS

### 4.1 Personal Safety

**4.1.1 Eyes and Ears** - All YSSF participants, coaches and anyone on the shooting field must wear appropriate ear (earplugs or muffs) and eye (shatterproof glasses) protection during practices and competitions. Participants **MUST** wear ear and eye protection when on the shooting line. Music-generating ear protection is only permitted if the ear device has a certified Noise Reduction Rating. Standard music ear buds, iphone buds, and the like are not acceptable hearing protection and an athlete will be removed from the shooting line until proper ear protection is obtained.

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**4.1.2 Footwear** - All Participants must wear closed-toe and closed-heel footwear while on the shooting line. Wearing sandals, flip-flops, crocks, or any open-toed/heel footwear is prohibited.

**4.1.3 Hats** – Skeet and sporting clays participants must wear a hat with brim forward. Wearing of hats in trap are optional.

**4.1.4 Barrel Pads** – Using toe pads or resting the firearm barrel on any part of the foot is strictly prohibited. Barrel pads that are not attached to athletes clothing or body are permissible.

**4.1.5 NRA Rules of Gun Safety** – Participants must always keep the gun pointed in a safe direction, always keep your finger off the trigger until ready to shoot, and always keep the gun unloaded and open until ready to use. Violation of the NRA safety rules may result in removal from a YSSF sanctioned event.

## 4.2 Range Safety

**4.2.1** All participants must keep firearms unloaded with the actions open at all times except when it is their turn to shoot and they are on the firing line. Athletes may only close their action when the prior athlete has completed their shot and dismounted their gun. When changing posts or stations during a sub-event each participant's firearm must be unloaded with the action open. All firearms must be unloaded, actions open, and barrels pointed straight up in the air or straight down at the ground while off the shooting line.

**4.2.2** A participant shooting American **trap** may place a shotshell into the open action of their shotgun while the previous shooters are completing their shot, **so long as the action remains open**. No participant may close the action of their shotgun until the previous shooter has completed their shot and dismounted their gun. For all shooting disciplines, at no time shall anyone load a shotshell into a firearm at any location other than on the firing line. Loading a firearm at a location other than the firing line, shooting station or box will result in immediate disqualification from the event.

**4.2.3** Every competitive event must have at least one Head or Assistant Coach or legal guardian to an individual participant on each shooting field during a sub-event to act as a safety monitor. The responsibility of the coach is to ensure the safety of that squad. He/she shall enforce all safety rules and maintain the rhythm of the shoot.

**4.2.4** Events are held “rain or shine” but may be canceled or postponed due to inclement weather if, in the opinion of range officials, the weather poses a safety risk, such as lightning.

## 5.0 - PERSONAL CONDUCT

### 5.1 Appropriate Dress

Each registered YSSF participant, coach and assistant coach represents their team and their team's sponsoring institution. Promoting a positive image is in the best interest of the YSSF and everyone involved with the organization and shoot sports. Appropriate dress is key in making a good impression.

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**5.1.1 Tops** – Items of clothing that expose any part of the torso are prohibited. Cutoff t-shirts, halter tops, muscle shirts, tank tops, or torn clothes are prohibited.

**5.1.2 Bottoms** – Short shorts and low riding shorts or pants revealing undergarments or any portion of the buttocks are prohibited.

**5.1.3 Clothing Adornments** - Shirts, hats, pants and any other associated items with pictures, caricatures, profanity, designs, messages, writings or other embellishments with direct or indirect references to alcohol, tobacco, sex or sexual connotations, drugs, or gambling are prohibited. Appropriate and reasonable sponsorship recognition (e.g. athlete sponsor bibs) may be exempted from certain aspects of this requirement, subject to a review by the YSSF Board.

### **5.2 Attitude/Conduct**

**5.2.1** Using abusive or profane language or displaying unsportsmanlike conduct in any form, including but not limited to arguing with anyone associated with conducting or coordinating a YSSF event, unsafe handling/use of firearms, disrupting a competitor, or cheating by participants, coaches, adult volunteer or parents will not be tolerated and are grounds for athlete disqualification from an event or suspension and/or expulsion from YSSF. Participants, adult volunteers, coaches, parents and spectators are prohibited from consuming alcoholic beverages or using drugs during YSSF events. Participants are prohibited from using tobacco during YSSF events. Any participant determined to be consuming alcohol or using drugs or tobacco during a YSSF event is subject to disqualification from the event.

**5.2.2** All participants, coaches, parents and spectators are expected to conduct themselves in an exemplary manner at all times by displaying courtesy, consideration and good sportsmanship, win or lose to all team members, coaches, competitors and shoot officials.

**5.2.3** Breaches of the spirit as well as the letter of the YSSF Rules constitute grounds for suspension and/or expulsion from the YSSF sanctioned event.

*Honor the Game and Treat Others with Respect.*

## **6.0 - GOVERNANCE OF THE YSSF PROGRAM**

### **6.1 Disqualifications, Suspensions or Expulsions**

All reasons for disqualifications, suspensions or expulsions shall be reviewed by the YSSF Board. The YSSF President upon decision of the Board may suspend or expel a participant or team from a YSSF sanctioned event or for other conduct, which, in his/her opinion, casts the YSSF in disrepute or constitutes a disruption to the event.

### **6.2 Appeal Process**

**6.2.1 Issue in Dispute** - The issue in dispute must involve a violation of a YSSF rule or policy.

**6.2.2 Qualified Appellant** - The injured or aggrieved party must be a registered YSSF participant or Head Coach. Parents, spectators, sponsors or any other non-registered participant has no standing to appeal.

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**6.2.3 Head Coach Concurrence** - Appeals filed by a YSSF participant must have the concurrence of the participant's Head Coach or legal guardian.

**6.2.4 Filing Procedure** - The appellant must submit a written appeal within 72 hours of the incident to the YSSF President. The appeal must include the violation, the reason for the dispute, the date and specific location of the violation and the names of any witnesses to the violation. The written appeal may be sent by fax, e-mail or by hard copy with the date submitted on it. The Board must review the appellant's letter before any final decision is announced.

### **7.0 - COMPETITIONS**

#### **Definitions**

**Sub-Event** – A Sub Event consists of 25 targets shot on any one field at one time in any discipline.

**Event** – The total number of targets shot during the competition. For example, a competition (event) may be 200 targets consisting of eight, twenty-five-target sub-events.

**Sanctioned Events** – Those events listed on the YSSF website, [www.youthclayshooting.com](http://www.youthclayshooting.com).

**Event Coordinators** – Those persons designated to be in charge of an event.

**Running of an Event** - The Event Coordinator, in consultation with YSSF, shall determine the best flow for squadding and running an event. Teams will be pre-squadded and pre-assigned to houses/stations at the discretion of the Event Coordinator. Throughout the course of an event the Event Coordinator and/or YSSF reserve the right to move teams or squads to alternative houses/stations in order to expedite completion of the event. In those cases, once a determination to move a team or squad is made, it will be communicated to the Head Coach as early as reasonably possible in order for the Team or squad to prepare and move to the new house/station. The Head Coach must comply with the decision to move a team or squad to another house/station otherwise be subject to forfeit. A decision to move a team/squad is not subject to appeal.

#### **7.1 Sanctioned Events**

**7.1.1 Description** - A sanctioned event is an event officially declared by the YSSF Board.

**7.1.2 Course of Fire** – The course of fire and total number of targets, by discipline, for a YSSF sanctioned will be declared by the YSSF Board no less than 30 days prior to a sanctioned event and shall be posted on [youthclayshooting.com](http://youthclayshooting.com).

**7.1.3 Shoot Awards** - Team, Squad and Individual Awards are given in each YSSF Division and Category. A high-overall (HOA) award may be given at the discretion of the event coordinator and will be announced prior to the beginning of the sanctioned event.

#### **7.2 General Rules**

##### **7.2.1 Scorers**

**7.2.1.1** Scorers must be familiar with the YSSF competition rules and adequately trained to call targets and mark score sheets. The scorer will call out loud “No Target” for reasons

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stated in Sect. 7.2.2.3, “Lost” for targets as stated in Sect. 7.2.2.2 and the score of each participant after each post, for example in trap, 4,5,3,5,2 .

**7.2.1.2** The official score is kept by the scorer on an official score sheet. It is the scorer’s responsibility to record the score of each shot, tabulate the cumulative score for each participant and squad, and rule on shot result appeals in each sub-event.

**7.2.1.3** If the scorer rules a target dead or lost, the scorer shall promptly mark “X” or “/” (slash) for dead and “O” for lost.

**7.2.1.4** Any target shall be scored “lost” under the following circumstances:

- A. A target score box containing a mark other than a clear ‘X’, ‘/’, or ‘O’;
- B. A target score box that is left blank;
- C. A target score box which appears to contain both an ‘X’, ‘/’ and ‘O’ and does not include the word “dead” clearly printed beside it.

**7.2.1.5** The scorer's decision on whether a target is dead or lost is final.

**7.2.1.6** The scorer's score sheet shall be open to examination by its participants at the completion of a sub-event. Participants may examine their scores before the score sheets are sent to the next field or to the office for posting. Tabulation errors may be corrected anytime they are found. Totals are to be double-checked by the Event Coordinator or staff prior to posting. The score sheets of the event shall be official and shall solely govern all scores, standings, awards and records of the event.

### 7.2.2 Scorekeeping Rules

**7.2.2.1 Dead Targets** – A dead target is one that is fired upon and has a *visible piece/chip* broken from it. Dust does not count and will be scored a lost target. An “X” or “/” is marked on the score sheet for a dead target.

**7.2.2.2 Lost Targets** - A target shall be considered Lost and an “O” marked on the score sheet when:

- A. A participant fires and fails to break the target by either missing the target completely or causing only dust to fall from it without breaking any visible piece of the target;
- B. A whole target appears promptly after a participant's recognizable command and the participant voluntarily does not fire (See Section 7.2.2.4);
- C. A participant fires from in front of the firing line;
- D. A participant fires at, and misses, an illegal target (See Section 7.2.2.6);
- E. If a participant withdraws or is otherwise disqualified before or during a sub-event, the scorer shall rule all subsequent targets as lost and they shall be scored and reported accordingly.

**7.2.2.3 No Target** – The scorer shall rule, by calling out loud, “No Target” and allowing another target to be called for when:

- A. An illegal target is thrown, unless fired upon (Sections 7.2.2.6 & 7.2.2.8);
- B. A whole target appears on the call of the participant along with target debris;

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- C. A participant shoots out of turn;
- D. Two participants fire at the same target;
- E. The trap machine is activated without any call provided and the participant does not fire. If the participant fires, the result must be scored.

In the event that a scorer does not call “No Target” and any of the above situations occur, it is up to the participant to restrain from firing.

**7.2.2.4 Failure to Fire** – Participants will be allowed two Failures to Fire for gun or ammunition malfunctions during each sub-event. When the first or second allowable Failure to Fire in any sub-event occurs, the participant shall be allowed to call for and fire at another target and the result of the shot will be scored. Whenever a Failure to Fire occurs, the scorer shall mark “F1” or “F2” on the score sheet in the space where that target is scored along with the score for that target. After two failures to fire, any subsequent failures to fire at called legal targets in the same sub-event shall be scored as lost.

**7.2.2.5 Legal Trap Target** – A legal trap target shall be deemed to have been thrown under the following circumstances:

- A. Trap machines which throw targets at unknown angles shall be used.
- B. Targets shall not measure more than 4 5/16” in diameter, 1 1/8” in height and shall weigh between 95 and 105 grams.
- C. Unless specified by the Shoot Coordinator, orange targets are required.
- D. Targets shall not be thrown less than 49 yards or more than 51 yards in calm conditions. Targets shall be between 8 feet and 10 feet above the ground when 10 yards from the trap field midpoint, in calm conditions.
- E. The trap machine shall throw targets up to 17 degrees measured to the right of center and 17 degrees measured to the left of center, with a total arc between outside targets limits of 34 degrees.
- F. Evaluation of legal target flight during a sub-event is in the sole discretion of the Shoot Coordinator and is not subject to review or protest.

**7.2.2.6 Illegal Trap Target** - An illegal target shall be deemed to have been thrown when the target is not within the prescribed angle or height limits as described in Section 7.2.2.5. If a contestant fires upon an illegal target, the result must be scored and is not subject to protest.

**7.2.2.7 Legal Skeet Target** - A legal skeet target is one that appears after the shooter’s call and within a period not to exceed one (1) second, and which passes within a three-foot circle centered at a point fifteen (15) feet above the target-crossing point. The target-crossing point shall be measured from the level of Station 8. The target, in still air, must carry to a distance equivalent, on level ground, to 60 yards from the skeet house when passing through the center of the hoop, with an allowance tolerance of plus or minus two yards.

**7.2.2.8 Illegal Skeet Target** – An illegal skeet target occurs when:

- A. An unbroken target is thrown that does not conform to the definition of a legal target.

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- B. Two targets are thrown simultaneously in singles. However, if by error or for mechanical reasons doubles are thrown and the shooter shoots and breaks or misses the correct target, it shall be scored as in singles. It shall be the shooter's prerogative to elect to shoot or withhold his/her shot when doubles are thrown in the calling of singles.
- C. The target thrown is broken. Under no circumstances shall the result of firing upon a broken target be scored.

**7.2.2.9 Machine Malfunction** – In the skeet and trap disciplines, if a clay target machine becomes inoperable or is *consistently* throwing illegal targets within a sub-event, the Head Coach of the squad that is currently shooting may petition the event coordinator or YSSF to request the squad be moved to a different house for that sub-event. The Head Coach will have the right to determine if they would like the sub-event with that squad to be restarted or to continue from the point at which the machine became inoperable. The petition to move a squad to a new house is only valid for the squad that is actively shooting in that sub-event. Should the machine be repaired and made operable, all future rounds shall be shot on the originally scheduled house. The decision to grant a petition to move a squad is at the sole discretion of the event coordinator or YSSF and is not appealable.

**Sporting Clays** - In the event a machine or thrower becomes inoperable, *consistently* throws illegal targets, or if environmental factors (e.g. wind), create an unsafe throwing/shooting situation, the shoot coordinator shall make a ruling as soon as reasonably possible that the station is no longer a part of the course of fire. In the event that athletes have already shot that station prior to it being ruled out, the scores for those who have shot the station previously will be discarded from the total eligible score.

**7.2.3 Ties** - In the event of a tie between squads or individuals the following shall apply.

**7.2.3.1 - Trap** Ties between two or more individual athletes in trap shall result in an additional sub-event from the 16-yard line to determine the winner. The individual with the greatest number of dead targets will be declared the winner. If there is still a tie among two or more athletes after the first sub-event, the remaining tied individuals shall shoot additional sub-events as follows:

The 2<sup>nd</sup> round tie breaker sub-event shall be shot from the 16 yard line.

The 3<sup>rd</sup> round tie breaker sub-event, if needed, shall be shot from the 20 yard line.

The 4<sup>th</sup> round tie breaker sub-event, if needed, shall be shot from the 23 yard line.

The 5<sup>th</sup> round tie breaker sub-event, if needed, shall be shot from the 25 yard line.

The 6<sup>th</sup> round tie breaker or greater, if needed, shall be shot from the 27 yard line.

Ties among trap squads will be handled in the same manner as described above.

**7.2.3.2 – Skeet** Ties between two or more athletes in skeet shall result in those athletes shooting doubles at stations 3,4,5 in a 'miss-and-out by station' manner. If both shooters only break one target at a station, regardless of the order, they remain tied and proceed to the next station. If there is still a tie among two or more athletes after the first shoot off, the remaining tied individuals shall shoot additional doubles at stations 3,4,5 in a miss-

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and-out manner until only the remaining athlete that has missed fewest targets on a station remains. Ties among squads will be handled in the same manner as described above.

**7.2.3.3 – Sporting Clays** Ties between two or more athletes in sporting clays shall result in those athletes shooting the course of fire at throwers 3, 4, and 5 at the facility ‘5-stand’ to determine the winner. The individual with the greatest number of dead targets will be declared the winner. If there is still a tie among two or more athletes after the 5-stand shoot off, the remaining tied individuals shall shoot the 5-stand course of fire again to determine the winner.

Ties between two or more squads in sporting clays shall be determined using the course of fire at stations 3, 4, and 5 at the facility ‘5-stand’ to determine the winner. One individual from each of the tied squads will occupy a single station and will shoot the course of fire at that station. After all individuals from the tied squads have completed shooting their station, the sum of the total of dead targets for all shooters from that squad will be added together for a complete shoot off score. The squad with the highest total of dead targets will be determined to be the winner.

If the facility does not have a 5-stand course, ties between two or more athletes or squads shall be determined using the existing course of fire at the sporting clay stations 7, 6, and 5. The individual or squad with the greatest number of dead targets will be declared the winner. If there is still a tie after the first shoot off, the remaining tied individuals or squads shall shoot the existing course of fire at stations 4, 3, and 2. The individual or squad with the greatest number of dead targets will be declared the winner.

For all disciplines, if any individual involved in a tie at the end of a sub-event forfeits their participation in a shoot-off, their score shall reflect a ‘zero’ for that shoot-off and awards shall be presented accordingly. If the individual who forfeit their shoot-off remains in contention for an award based on the outcome of the regular sub-event and the subsequent shoot-off, that individual shall still be eligible to receive the corresponding award.

**7.2.3.4 – High Overall Tie** Resolving a tie between two of more individual athletes for the High Overall Award (HOA) shall be determined using the following algorithm:

- A. The athlete with the highest total score in the tournament’s skeet discipline;
- B. If a tie remains, the athlete with the highest total score in the tournament’s sporting clays discipline;
- C. If a tie remains, the athlete with the highest total score in the tournament’s trap discipline;
- D. If a tie remains, the athletes shall participate in shootoff as prescribed in 7.2.3.1 until a winner is determined.

### 7.2.4 Protests

**7.2.4.1** Only the participants of a squad, other than the firing athlete, in a sub-event may protest a scoring call made by the scorer. Participants may only protest to the scorer immediately following the protested shot. If a scorer calls a lost target and a member of the squad, other than the firing athlete, believes he/she saw a visible piece break from the firing participant’s target, that squad member may raise their hand and address the scorer in a polite and respectful manner stating they witnessed a chip from the target.



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The scorer may, at their sole discretion, may question or request confirmation from the other squad members, other than the firing athlete, to confirm the presence of a chip. Based on the information received, the scorer will make a final determination whether the target was dead or lost. The scorer's decision shall be final for that target (see Section 7.2.1.5), and is not appealable.

**7.2.4.2** Protests regarding tabulation errors of the total score must be made immediately after the close of the sub-event to which such scores relate. Protests are to be made only by a participant who competed in the event or the participant's Head Coach.

**7.2.4.3** Score sheets may also be reviewed in the office and appeals may be made to the Event Coordinator concerning tabulation errors, but not shot scoring. The Event Coordinator's decision is final.

### 7.2.5 Disqualifications

**7.2.5.1** Any registered YSSF participant, coach, or adult volunteer may be disqualified at any time by the scorer or Event Coordinator whenever the following prohibited conduct is observed or brought to their attention:

- A. If a person registered with the YSSF disrupts the event;
- B. Fails to timely report for competition or a shootoff;
- C. Discharges a firearm at any place other than the firing line;
- D. Behaves in other than a sportsmanlike manner such as physical or verbal abuse, or threats of any type directed to any person;
- E. Interferes with the management of the event;
- F. Argues a protest after a final decision is made;
- G. Is under the influence of alcohol or drugs or any conduct which in the opinion of the Event Coordinator casts the YSSF in a negative light.

**7.2.5.2** Disqualified individuals must immediately leave the competition field. All disqualifications are to be reported to the YSSF President. The YSSF President will give the report to the YSSF Board for review and a decision shall be made as to whether or not the infraction warrants a suspension or expulsion from the event.

### 7.2.6 Coaches and Spectators

**7.2.6.1** Coaching during a sub-event by Head Coaches, Assistant Coaches, adult volunteers or spectators is not permitted once a sub-event begins and will serve as the basis for disqualification of the squad or Team. Coaching is **only permitted** before and after sub-events and shall not cause any delay in the competition. In sporting clays sub-events, coaching may occur between shooting stations, however, all coaching must cease once the "preview pair" or "show pair" targets are thrown for all participants and cannot begin until all athletes have completed shooting that station.

**7.2.6.2** The Coaches, safety monitors or spectators are not to influence the score keeper's decisions during the sub-events, unless assistance is requested.

### 7.2.7 Participants

**7.2.7.1** Shot or target tracking, defined as tracing the flight of a target called for by another

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participant with the shotgun's barrel, is prohibited. Prior to a squad commencing a sub-event, the lead shooter may call for, and all squad members may track, one 'preview' target.

**7.2.7.2** A participant is *required* to fire at a legal target (Sections 7.2.2.5 & 7.2.2.7) when called for unless the target comes out broken, there is a gun or ammunition malfunction, it is an illegal target or the scorer calls "No Target".

**7.2.7.3** The participant has the right to request that the scorer call the lost targets louder if he/she is unable to hear the calls.

**7.2.7.4** Participants who, in the opinion of the scorer or Event Coordinator, engage in unsafe behavior or violate any safety rule may be disqualified from further participation.

**Registering for a sanctioned event with the YSSF constitutes acknowledgment and acceptance of these rules. All YSSF activities shall be conducted in accordance with these rules. In the event a circumstance arises that is not addressed in this rulebook, the YSSF Board shall evaluate the facts and circumstances and rule on the situation. That ruling shall be final and is not subject to appeal.**