



California Youth Shooting Sports
Association



2024 - 2025 Official Handbook

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California Youth Shooting Sports Association Handbook

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1.1 - INTRODUCTION

1.2 The CYSSA

The California Youth Shooting Sports Association (CYSSA), is a 501(c)(3) non-profit educational, athletic organization providing administrative support and direction to the CYSSA Clay Target Program in California. The CYSSA is governed by Officers and an Advisory Board.

1.3 CYSSA President

The CYSSA President is an unpaid position and is elected by a majority vote of the CYSSA Board to assist administrative personnel in the day-to-day operations of the CYSSA 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 emergency 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 CYSSA.

1.4 Purpose and Design of the CYSSA Program

The CYSSA 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.

CYSSA team activities are designed to incorporate two indispensable elements - SAFETY and FUN. CYSSA 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 CYSSA 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 CYSSA wishes to instill in its participants. It is the duty of everyone involved in the CYSSA – 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.

1.5 Sanctioned Shooting Disciplines and Seasons

The CYSSA offers opportunities for teams to participate in the Clay Target Program in the shooting sports of Trap, International trap (bunker), Skeet and Sporting Clays. The administrative year begins on September 1 and runs through August 31. While some Teams have a year-long practice schedule, many end their season with their State Championship.

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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 public or private accredited 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 20th birthday, whichever comes first. The CYSSA Board may grant a variance for the age requirement in view of special circumstances. High school participants graduating in the fall or spring semester of the current season are eligible to complete the entire season.

2.1.2 Academic Eligibility

All CYSSA Participants must make satisfactory academic progress and be deemed eligible to participate in extra-curricular activities as determined by school officials at their home school. A minimum 2.0 GPA is required for participation. The Head Coach has the option of establishing higher standards for his/her Team members.

2.1.3 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 and years of participation – not age – within a division are the criteria used. Home schooled students 15 years of age or older must compete in the Senior Division. Determinations are as of September 1st. An athlete that participates in more than one CYSSA shooting discipline (trap, sporting clays, skeet, international trap) shall be classified by their most advanced classification in which they participate for any of the disciplines.

Rookie Division (Grades 5 and under)

Intermediate Division (Grades 6 through 8)

Entry Level Category - 1st year of participation in the Intermediate Division

Advanced Category – After one year of participation in the Intermediate Division

Senior Division (Grades 9 through 12)

Junior Varsity Category - 1st year of participation in the Senior Division

Varsity Category – After one year of participation in the Senior Division

2.2 Team

2.2.1 Team Composition

A team consists of one or more athletes and coaches from a gun club or high school that meet the requirements of this handbook. All participants must be members of a single team that is registered with the CYSSA. A CYSSA School Team may choose to recruit its members only from their sponsoring school or the school affiliates (e.g. home school programs). A CYSSA gun club Team may recruit its members from qualified youth not already on another CYSSA team. Teams may not intentionally recruit from other existing school teams, their schools or other existing gun club

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teams. Participants may be recruited from neighborhoods and communities

2.2.2 School Team Requirements

1. School Administration Approval - Start with buy-in from your Principal and Superintendent
2. School Board Approval
3. School Faculty/ Club Advisor
4. Club Constitution
5. All coaches will be certified through the National Rifle Association (NRA).

2.2.3 New Participants on a Team

A participant may only register with one team for all disciplines (trap, skeet, sporting clays, international trap). Potential new members interested in shooting on an existing CYSSA Team must fill out the Consent and Waiver, Medical Consent and Sportsmanship Contract (See Section 2.3.4) prior to participating in any CYSSA activities. The athlete's registration forms must be on file with the CYSSA and fees paid prior to an athlete participating in any CYSSA sanctioned events.

New members may join a CYSSA Team at any time. However, it is the Head coaches' responsibility to ensure the shooter is safe and proficient with a firearm to be eligible to shoot in a CYSSA series event (See Section 2.2.9). Series Shoots are not counted as practices, but all participants who have paid their fees and joined a registered Team are eligible to shoot at Series Shoots.

2.2.4 Choosing a Team

Scholastic Grades 5-8: The participant is required to shoot for one of the two gun club teams located closest to their residence. If the participant has been shooting for a different gun club Team that is not one of the two Teams closest to their residence prior to the shooting year, they may continue shooting for that Team.

Scholastic Grade 9-12 with a School-based CYSSA Team: If a participant attends a high school with a CYSSA Team, the participant is required to shoot for the high school team where they attend, or for one of the two gun club Teams located closest to their residence unless they were previously shooting for a gun club that has a CYSSA team. In the event they are shooting for a gun club with a CYSSA Team and they either begin attending a high school that has a CYSSA Team or the high school they are currently attending starts a CYSSA Team, they have the option of selecting which Team they wish to shoot for without filing for a waiver. Once they have made their selection to shoot for a Team, they are committed to shoot for that Team for the remainder of their CYSSA career unless they submit a waiver that is approved by CYSSA.

Scholastic Grade 9-12 without a School-based CYSSA Team: If a participant attends a high school with no CYSSA Team, they may apply to join the closest High School team, with approval from the head coach and school administration, through the waiver process described in Section 2.2.4, or, they may join one of the two gun club Teams located closest to their residence unless they were previously shooting for a gun club that has a CYSSA team. If there is no gun club Team near their school or residence, they may apply to join another Team through the waiver process described in Section 2.2.4. Once they have made their selection to shoot for a Team, they are committed to shoot for that Team for the remainder of their CYSSA career unless they submit

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a waiver that is approved by CYSSA.

A CYSSA participant may switch between the two closest gun club Teams one time with an approved waiver (See Section 2.2.6). Once the participant has made a change to the alternate closest team, they are committed to shoot for that Team for the remainder of their CYSSA career.

If the participant has been shooting for a different gun club Team that is not one of the two Teams closest to their residence prior to the shooting year, they may continue shooting for that Team.

A participant in the CYSSA may not be a member of, nor compete for, more than one CYSSA Team within a particular shooting discipline. Once a participant registers with a Team, the decision is irrevocable and one that remains in effect for that entire CYSSA target year for that particular shooting discipline. If a participant should change schools during the target year they may ask for a waiver to this rule from the CYSSA Board as prescribed in Section 2.2.4.

2.2.5 Application for Waiver

A participant may apply for a Waiver to the provisions of Section 2.2.3 by submitting a written request to the CYSSA President using the Waiver Application, a copy of which is included in this handbook. The CYSSA Board will review all Waiver requests and will notify the participant of the Board's decision. The Board's decision is final and not subject to appeal. A waiver is irrevocable and in effect for the remainder of the participants' CYSSA career. Once the participant has made a change to the alternate closest team, they are committed to shoot for that Team for the remainder of their CYSSA career.

2.2.6 Gun Club or Shooting Facility

Teams are to designate one gun club or shooting facility as its "Home" Gun Club or Shooting Facility of record at the time of registration with the CYSSA. A team will be officially recognized at only one gun club or shooting facility per shooting discipline per CYSSA target year. This facility is the place where the team practices with its coaches on a regular basis.

Participants living near a state line may register at a Home Gun Club/Shooting Facility in a state other than their home state of residence so long as they meet the requirements as set forth in Sections 2.2.1, 2.2.2 and 2.2.3. A Participant may not be registered at more than one Home Gun Club/Shooting Facility per shooting discipline no matter where it is physically or legally located.

2.2.7 Team Minimum Requirement

The basic competitive unit of the CYSSA Clay Target Program is the Squad. A Team must consist of at least one registered squad. There is no upper limit to the number of individuals that can be registered with a Team. Teams may field as many squads as they can recruit members to fill them. A competitive squad is five (5) shooters in trap, except for Rookie squads at the State or National Tournament where a competitive squad may be reduced to three (3) as may be authorized from time to time by the CYSSA Board of Directors; and three (3) in skeet and sporting clays who are of the same Category and Division.

2.2.8 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. A bump-up is allowed at the following CYSSA sanctioned events: State Championships and the YSSF US Open. In the event, where a Team is unable to

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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. 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 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.

2.2.9 Team Registration Process and Deadline

Every Team seeking to participate in CYSSA must be registered with CYSSA prior to participating in any sanctioned event. Each registered Head Coach (See 2.3.2) is responsible for registering their Team with the CYSSA by going to the CYSSA website at www.shootcyssa.com and downloading and completing the Team Registration form. The form is to be completed and mailed to CYSSA Administrative Headquarters according to the following deadlines.

The deadline for Team and Head Coach Registration for existing/returning teams in Sporting Clays is September 1st. International trap (bunker) is January 1st. Trap and Skeet, is February 1st. Head Coaches wishing to register a new Team that has not previously been registered with CYSSA may contact the CYSSA Administrative Headquarters at any time to register a new team that is formed.

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In addition to these deadlines, a team and any individual athlete thereof, that desires to participate in the CYSSA State Competition for the trap discipline must participate in a minimum of two (2) trap Series Shoots during the current season and meet the practice requirements in Section 2.2.10.

Further, a team and any individual athlete thereof, that desires to participate in the State Championships of one or more of the CYSSA disciplines of **skeet**, **sporting clays**, or **international trap (bunker)** must participate in a minimum of one (1) Series Shoot for each discipline they are participating in during the current season and meet the practice requirements in Section 2.2.10.

Only registered participants (forms on file and fees paid to CYSSA) may participate in Series Shoots and State Competitions. Any requested variance to Section 2.2.8 must be submitted to the CYSSA Board using the enclosed Waiver Request form submitted 30 days in advance of the shoot. Violations of this rule could result in the expulsion of a participant or a Team from CYSSA.

2.2.10 Team Focus

The intent of the CYSSA Clay Target Program 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 and encouraged to practice on a regular basis with their coach(es) and to actively participate in team fund-raising efforts and community-service projects.

2.2.11 Regular Practices

Conducting regular practice is important for safe gun handling skill development for all athletes. Head Coaches are required to hold regular practices for their Team members with a minimum of six Team practice sessions, each on a separate day, with each Team member shooting a minimum of 25 targets at each practice session. Team members must attend six Team practice sessions in any of the CYSSA disciplines of trap, skeet, sporting clays or international trap (bunker) in order to be eligible to shoot in any CYSSA State Championship event. Practice sessions need not be in any specific discipline; however Series Shoots are not to be counted as practice sessions.

2.2.12 Team Funding

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

2.2.13 Team Equipment and Adornments - any associated items (including flags and banners) displayed, carried, worn, etc. with pictures, caricatures, designs, messages, writings or other embellishments with direct or indirect references to firearms or firearms related products are prohibited.

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2.3 Coaches and Adult Volunteers

2.3.1 Head Coach Requirements

Every Team must have a Head Coach who is 21 years of age or older. The primary responsibility of the Head Coach is to ensure the SAFETY of participants. Head Coaches MUST emphasize safe handling and use of firearms in every facet of the CYSSA Program and must be willing to conduct Regular Practices as stipulated in Section 2.2.10 to reinforce safe gun handling skills.

2.3.2 Head Coach Responsibilities

The Head Coach is the primary point of contact between CYSSA and everyone involved with the Team unless he/she appoints an administrative person to assume this duty. The Head Coach is responsible for monitoring his/her participant's attendance at practices (Section 2.2.10) and checking for academic eligibility (Section 2.1.2). He / She also oversees the activities of the Assistant Coaches and Adult Volunteers.

For all CYSSA events (practices and competitions) the Team must be under the supervision of the Team's Head Coach. 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 correctly entered on all forms. The Head Coach or assigned Team Coordinator must have the Medical Consent form for each of his/her participants in his/her possession at all practices and CYSSA events.

All Head Coaches and Assistant Coaches must hold a current Shotgun Coach Certification credential. Credentials from the following Certified Coach training programs are accepted. In addition to the required courses listed below ALL Head Coaches within one (1) year are required to complete a USAS/NRA/CMP Shotgun Coach Certification class and be a Level 1 or higher Shotgun Coach.

- NSCA Level 1 or higher Instructor Certification
- NSSA Level 1 or higher Instructor Certification
- NRA/ATA Trap Coach Certification
- Team USA Shooting Coach Certification
- NRA Shotgun Instructor Certification
- 4-H Shooting Sports Shotgun Certification
- CRPA Shotgun Shooting Basic's Course
- Boy Scouts Shotgun Instructor Certification

The Head Coach is responsible for registering with CYSSA and his/her Team and making sure participants are registered. He/she may appoint an administrative person to assume this task. (see Sections 2.3.3 and 2.3.4).

2.3.3 Head Coach Registration

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The Head Coach must complete and submit the Head Coach Registration found on the CYSSA website (shootcyssa.com) by February 1st (trap, skeet, bunker) or September 1st (sporting clays) and mail with payment to the CYSSA Administrative Headquarters. The Head Coach and all assistant coaches and adult volunteers shall undergo a background check prior to having any interaction with athletes. To obtain a background check, see shootcyssa.com for a description of the process. The CYSSA Administrative Headquarters must receive a clear background check prior to a coach's interaction with any athlete or CYSSA event.

2.3.4 Team and Participant Registration

Team Registration is the responsibility of the Head Coach as stated in Section 2.2.8 above.

Participant registration is the responsibility of the Head Coach and involves going to the CYSSA website, shootcyssa.com, each year to download the required forms, which include a Consent & Waiver, Medical Consent and Sportsmanship Contract. Each form must be copied and distributed to all potential participants and their parents or guardians to read, complete, sign, and return to the Head Coach. Head Coaches are responsible for collecting the completed forms and reviewing them to make sure they are filled out properly and the athlete is appropriately classified in the correct division before mailing the original Consent & Waiver and Sportsmanship Contracts with required payment to the CYSSA Headquarters. Head Coaches are to keep the Medical Consent forms with their Team records. The Head Coach or designated Team Coordinator must have Medical Consent Forms for each Team participant at all practices and CYSSA sanctioned events.

A Consent & Waiver and Sportsmanship Contract **MUST** be completed and on file with the CYSSA headquarters office **PRIOR TO** an athlete participating in any CYSSA activity, which includes but is not be limited to team practices, series shoots, or the state championship for any discipline. If the Head Coach fails to submit a Consent & Waiver, Sportsmanship Contract and required fees to the CYSSA headquarters for an athlete, that athlete will be deemed as not registered and therefore ineligible to participate in CYSSA. If an athlete who is not registered has participated in any CYSSA series shoot or state championship at the time when the failure to register is determined, any score for an event that the athlete has completed will be nullified and the athlete disqualified from future CYSSA events until the proper registration is completed. In such cases, the athlete's score will be changed to zero (0) and the awards redistributed accordingly among eligible participants, squads, teams, and High 5 or High 3 as appropriate. Additionally, Head Coaches who allow an athlete who is not registered to participate in a CYSSA series shoot or state championship will be assessed a penalty of \$50 per unregistered athlete for every event that an unregistered athlete or athletes participate. Payment of the penalty will be due immediately upon discovery and is paid to CYSSA.

2.3.5 Assistant Coaches and Adult Volunteers

2.3.5.1 All Assistant Coaches are required to hold a current Certification, be registered with the CYSSA and undergo background checks in the same manner as the Head Coach.

To register go to the CYSSA website, shootcyssa.com and download the proper forms. Complete and return with fee to the CYSSA Administrative Headquarters. Assistant Coaches and Adult Volunteers must be a minimum of 18 years old.

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

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assist in performing the role of safety monitor at competitions and events.

2.3.5.3 All Adult Volunteers directly involved with registered CYSSA Participants on a Team must be registered with the CYSSA and undergo background checks. No coaching certification is required. To register go to the CYSSA website and download the proper forms. Complete and return with fee to the CYSSA Headquarters. (Special circumstances apply to schools that already administer background checks to their employees).

2.3.5.4 Junior Trainers (ages 15 to 17), who have been recommended by a parent and their coach and have successfully completed a Shotgun Coach Certification credential from a training program as described in Section 2.3.2, can assist the head coach and assistant coaches in the training of other athletes. They must be working under the direct supervision of the head coach or an assistant coach.

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).

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

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

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

3.2 Shot shells

Shot shells / Ammunition - includes National Sporting Clays Association (NSCA) Rules modified for CYSSA events.

3.2.1 Shot shells /Ammunition. All shot shell ammunition, except reloads, may generally be used unless otherwise restricted by the shoot organizers. Reloads are not permitted at CYSSA Series Fun Shoots, CYSSA State Championships, the YSSF US Open Regional

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Championships, or the National Championships. Black powder, visual training loads, tracers or tracking devices are not permitted in any CYSSA registered shooting event.

Other shoot officials may limit the ammunition to commercially manufactured shot shells. The California

Youth Shooting Sports Association (CYSSA) assumes no responsibility in connection with the use of reloads or commercially manufactured ammunition.

3.2.2 Maximum loads for any gauge event may not exceed: Gauge 12 - 1 1/8 oz. lead. Gauge 20 - 7/8 oz. Gauge 28 - 3/4, Gauge .410 - 1/2 lead. Shot shells used in the trap, skeet and Sporting Clays disciplines must meet the following specifications: • Gauge/Ounce of shot – 12ga – 1 1/8, 20ga – 7/8, 28 – 3/4, .410 – 1/2

3.2.3 Shot shells containing nickel, steel or copper coated shot, tracer loads/wads, or black powder are prohibited in all disciplines.

3.2.4 No lead shot smaller than U.S. No. 9 (nominal diameter 0.080) or larger than U.S. No. 7-1/2 (nominal diameter 0.095) shall be used in any load

3.2.5 Shot shall be normal production spherical shot. Plated shot is permitted

3.2.6 No steel shot

3.2.7 Skeet Requirements in addition to section 3.2 above – Lead shot ammunition for skeet shall not exceed:

Gauge	Oz. Lead	Grains Std.	Grains Max
12 ga.	1-1/8	492.2	507
20 ga.	7/8	382.8	394
28 ga.	3/4	328.1	338
.410 ga.	1/2	218.8	232

3.2.8 Sporting Clays Requirements in addition to section 3.2 above - Maximum allowable length for ammunition shall be:

Gauge	Length
12 ga.	2-3/4"
20 ga.	2-3/4"
28 ga.	2-3/4"
.410 ga.	2-1/2"

3.2.9 Trap Requirements in addition to section 3.2 above - 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. 3.2.8 Shot shells 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

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4.1.1 Eyes and Ears - All CYSSA participants, coaches and anyone on the shooting field must wear appropriate ear protection that either “covers the ear or is inserted in the ear” and eye (shatterproof glasses) protection during practices and competitions. Ear protection shall not readily impede the ability of the shooter to hear range safety commands. Participants **MUST** wear ear and eye protection when on the shooting line. .

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.

4.1.4 Toe Pads – The use of toe pads or resting the firearm barrel on any part of the foot is strictly prohibited. Barrel pads that are not attached to the participant’s 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 CYSSA 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. 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 **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 (dismounted 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 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 CYSSA participant, coach and assistant coach represents their team and their team's

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sponsoring institution. Promoting a positive image is in the best interest of the CYSSA and everyone involved with the organization and shoot sports. Appropriate dress is key in making a good impression.

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

5.1.2 Bottoms – Short shorts and low riding shorts or pants revealing undergarments or buttocks are prohibited.

5.1.3 Clothing Adornments - Shirts, hats, pants – any clothing – and any other associated items (including flags and banners) carried, worn, etc. and any other associated items with pictures, caricatures, profanity, designs, messages, writings or other embellishments with direct or indirect references to firearms or firearms related products, 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 CYSSA Board Attitude/Conduct

5.2 Attitude/Conduct

5.2.1 Using abusive or profane language or displaying unsportsmanlike conduct, including but not limited to arguing with anyone associated with conducting or coordinating a CYSSA 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 CYSSA. Participants, adult volunteers, coaches, parents and spectators are prohibited from consuming alcoholic beverages or using drugs during CYSSA events. Participants are prohibited from using tobacco during CYSSA events. Any participant determined to be consuming alcohol or using drugs or tobacco during a CYSSA event is subject to disqualification from the event or suspension and/or expulsion from the program.

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 CYSSA Rules constitute grounds for suspension and/or expulsion from the CYSSA program.

Honor the Game and Treat Others with Respect.

6.0- GOVERNANCE OF THE CYSSA PROGRAM

6.1 Disqualifications, Suspensions or Expulsions

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

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disruption to the program, whether or not the activity occurs during a competitive event.

6.2 Appeal Process

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

6.2.2 Qualified Appellant - The injured or aggrieved party must be a registered CYSSA participant, coach, or adult volunteer.

6.2.3 Head Coach Concurrence - Appeals filed by a CYSSA participant must have the concurrence of the participant's Head Coach. The Head Coach and the participant must sign the letter to the CYSSA Board.

6.2.4 Filing Procedure - The appellant must submit a written appeal within 72 hours of the incident to the CYSSA 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 for trap, skeet, and international trap (bunker), and 100 targets shot at one time in sporting clays.

Competitive Event – The total number of targets shot during the competition. For example, a trap competition (event) may be 100 targets consisting of four, twenty-five-target sub-events.

Sanctioned Events – Those events listed on the CYSSA Calendar. (shootcyssa.com)

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

7.1 Series Shoots

7.1.1 Description - A Series Shoot is a sanctioned event between two or more CYSSA teams.

7.1.2 Course of Fire – A Series Shoot in trap consists of four, 25 target sub-events. The course of fire for skeet, sporting clays, and bunker Series Shoots may vary and will be announced at the beginning of the event. For all sporting clays competitions, participants and teams shall **not** shoot a practice round on a sporting clay course after the targets are set for the competitive event.

7.1.3 Series Shoot Awards - Individual are given in each Division & Category.

7.1.4 Team Assignments – Series shoots may be conducted concurrently at multiple

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shooting facilities. When multiple facilities are used CYSSA shall assign teams based on number of participants, number of fields at each facility, and a team's proximity to the shooting facilities.

7.2 State Championship

7.2.1 Description – The State Championship for trap, skeet, and sporting clays is the season finale held at one or more locations, which shall be determined annually by the CYSSA Board. It is a Team, squad, and individual sanctioned event for all CYSSA Participants.

7.2.2 Course of Fire –

Trap – The Young Adult, Senior and Intermediate Divisions trap competition shall be eight, 25 target sub-events for a total of 200 targets. Rookie Division participants may shoot less than 200 targets, as determined by CYSSA prior to the event.

Skeet – The Young Adult, Senior and Intermediate Division skeet competition shall be Six, 25 target sub-events for a total of 150 targets. Rookie Division participants may shoot less than 150 targets, as determined by CYSSA prior to the event.

Sporting Clays – The Young Adult, Senior and Intermediate Division sporting clays competition shall be one, 125 target sub-event. Rookie Division participants may shoot less than 125 targets, as determined by CYSSA prior to the event. Sporting clays participants and teams shall not shoot a practice round on the state sporting clay course after the target presentations have been set for the State Championship event.

7.2.3 Awards - Team, squad and individual awards are given in each Division and Category.

7.3 Non-CYSSA Teams or Individuals – CYSSA may invite teams or individuals not currently affiliated with CYSSA to participate in sanctioned events. This includes teams or individuals from states outside California. Every team and individual athlete wishing to participate must register with and meet the participation requirements of CYSSA as described in Section 2.2.8 and elsewhere in this handbook prior to participating in a CYSSA competitive event.

7.4 General Rules

7.4.1 Scorers

7.4.1.1 Scorers must be familiar with the CYSSA rulebook and adequately trained to call targets and mark score sheets. The scorer will call out loud “No Target” pursuant to Section 7.4.2.3, “Lost” for targets as stated in Section 7.4.2.2, and shall call out the score of each participant after each post, for example in trap, 4, 5, 3, 5, 2. An athlete who believes the scorer has made a tabulation error or incorrectly states a score when calling out the post score must address the scorer and discuss the discrepancy *before* the squad rotates to the next post and continues the round. Once a squad rotates to the next post and continues the round the prior post scores are deemed

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as final and not subject to dispute.

7.4.1.2 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 appeals in each sub-event.

7.4.1.3 If the scorer rules a target dead or lost, the scorer shall promptly mark "X" or "/" for dead (hit) and "O" for lost (missed).

7.4.1.4 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.

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

7.4.1.6 The scorer's score sheet shall be open to examination by the participants at the completion of a sub-event to ensure proper tabulation. 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 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.

7.4.2 Scorekeeping Rules

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

7.4.2.2 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 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 7.4.2.4);
- C. A participant fires from in front of the firing line;
- D. 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.

7.4.2.3 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 (Sections 7.4.2.6 & 7.4.2.8);
- B. A whole target appears on the call of the participant along with target debris;
- C. A participant shoots out of turn;

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- 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.

7.4.2.4 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, subsequent failures to fire at called legal targets in the same sub-event shall be scored as lost.

7.4.2.5 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.

7.4.2.6 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 7.4.2.5. If a contestant fires upon an illegal target, the result is not scored and the participant will be permitted to call for another target.

7.4.2.7 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.

7.4.2.8 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.
- B. Two targets are thrown simultaneously in singles. However, if by error or for

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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.

7.4.3 Ties – If a tie occurs in any discipline, a shoot-off will be used to determine the winner.

7.4.3.1 Squad Ties - Squads in trap shall shoot an additional sub-event to determine the winner. The squad with the greatest number of dead targets will be declared the winner. If there is still a tie after the first sub-event, squads shoot additional sub-events until the tie is broken. Ties between two or more squads in sporting clays shall result in all tied squads shooting additional sporting clays station(s) to determine the winner. The squad with the greatest number of dead targets will be declared the winner. A squad qualifying for a shoot-off must shoot in the shoot-off or have its score from the main event entered as its final score. Only those squad members who qualified the squad for the shoot-off will be allowed to shoot in the shoot off and must shoot in their original positions on the field.

7.4.3.1.1 Skeet Squad Ties

1. Both head coaches and all three athletes from both teams, the referee, scorekeeper and one or two CYSSA board members meet at the field which is pre determined for the shoot off.
2. The referee will provide a coin, usually a quarter, to flip and show it to both coaches and all three athletes from both teams.
3. Both head coaches and the referee will determine who will call the coin flip.
4. The quarter will be flipped by the referee and while in the air, the head coach of the team designed to call the coin toss, will say heads or tails.
5. Once the squad who won the coin flip is determined, by the referee, that three member squad will shoot first in the shoot off.
6. After coin toss, both head coaches will be asked to leave the field.
4. All three members of both squads will then be allowed to view one pair of doubles, by the referee, from station 3#.
5. After both squads have viewed the one pair of doubles, all three members of each squad will line up behind each other, six in total, with the coin winning squad shooting first.
6. Each athlete will shoot in the same order at each station, if applicable, based off of how many targets they hit.
7. Then, the "miss and you are out" procedure will apply as with any other Skeet shoot off.
8. The Squad that hits the most targets is the squad that wins the shootoff.

7.4.3.1.2 Sporting Clays Shoot-offs 5 Stand - The Shoot-offs in Sporting Clays on the 5-stand for individual medals or squad awards will be determined by each competitor shooting true pairs following the 5-stand menu established for that venue. If there is not a menu, the director will select 5 pairs and establish a menu to follow so each competitor

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gets the same targets but at different times and positions. Each shooter will then shoot 1 true pair from each of the 5 stations for a total of 10 shots rotating after all competitors have shot their pair. They will do this 5 times for a total of 5 pairs.

All squads will alternate the shooters from each competing squad in the order they are listed on the squad report. If the shooters have shot that station during the tournament, then a hula hoop or other marker will be used to offset the shoot point to change the angle of the targets.

The total number of targets broken by each competitor or the total of the 3 squad members on each team will determine who the winner of the shoot-off is.

If there is still a tie score, the start positions will be reversed the same as in trap and the competitors will do it again starting from different positions. This is done by rotating the start stations by one position.

7.4.3.1.3 Sporting Clays Shoot-offs NO 5 Stand - In the event a five Stand is not available, then the shoot director will pick one of the more difficult true pair stations on the Varsity Course. The Director will mark a shooting point at least 6 feet away from the original station. This is because the station will have been shot by Varsity competitors. If they are JV or below there is no need to do this and the normal station can be used because the competitors have not shot that station.

All squads will alternate the shooters from each competing squad in the order they are listed on the squad report. If the shooters have shot that station during the tournament, then a hula hoop or other marker will be used to offset the shoot point to change the angle of the targets.

7.4.3.2 Individual Ties

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

7.4.3.2.1 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 2nd round tie breaker sub-event shall be shot from the 16 yard line.

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

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

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

The 6th 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.

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If there are 2 participants in a shoot off they will start the round on Stations 2 and 4. If there are 3 then it will be 2, 3,& 4. If 4 participants they start on stations 2 through 5. Station 1 is not used as a start station however they rotate like a normal round. If they are still in a tie and have to shoot again the start stations will rotate so they don't start on the same stations. i.e. 2 would move to 3 and 3 would move to 2 but you still start from stations 2,3,4. Station 1 is not used to start from so only a maximum of 4 participants in a shoot off so everyone has to make the turn from Station 5 to 1. Shoot offs can be combined as long as you don't use station 1 for a start station and only a maximum of 4 shooters.

7.4.3.2.2 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-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.

7.4.3.2.3 Sporting Clays - All participants will be briefed on the following before a shoot off in the CYSSA Sporting Clay competitions.

All competitors are responsible for calling chips on targets if they have actually seen a chip. Competitors are required to call chips on competitors from other teams for which they might be engaged in a shoot-off to win an individual medal or a squad award. Integrity and sportsmanship are a big part of what is taught in this CYSSA program.

On the 5-stand, **before** the shoot off begins, no more than 2 view targets of each numbered target presentation will be thrown. Once the shoot off starts, there will be no more view targets thrown.

If there are 2 participants in the shoot off, they will start on posts 2 and 4. If there are 3 participants, they will start on posts 2, 3 & 4. If there are 4 participants, they will be on 2 through 5. Do not start a shooter on post 1 so that all participants in the shoot off have to make the turn from 5 to 1.

The total number of targets broken by each competitor or the total of the same 3 squad members on each team will determine who is the winner of the shoot-off. If there is still a tie score, the start positions will be reversed the same as in trap and the competitors will do it again

7.4.4 Protests

7.4.4.1 Only the participants of a squad in a sub-event may protest a shot scoring call made by the scorer. Participants may only protest to the scorer immediately following the protested shot. The scorer will pause the round to hear information related to the protest then make a decision on the disposition of that target at that time. The decision of the scorer is final and shall be reflected on the score sheet.

7.4.4.2 Protests regarding tabulation errors of the total score may be made immediately after the close of the sub-event to which such scores relate, as described in Section

7.4.1.6. Protests may only be made by a participant who competed in the sub-event or

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the participant's coach.

7.4.4.3 Score sheets may be reviewed and appeals made to the Event Coordinator for tabulation errors, not shot scoring. The Event Coordinator's decision is final.

7.4.5 Disqualifications

7.4.5.1 Any registered CYSSA participant, coach, or registered adult volunteers 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 coach, participant, or adult volunteer disrupts the event;
- B. Fails to timely report for competition;
- C. Discharges a firearm at any place other than the regular 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 other conduct, which in the opinion of the CYSSA or Event Coordinator, disrupts the shoot.

7.4.5.2 Disqualified individuals must immediately leave the competition field. All disqualifications are to be reported to the CYSSA President. The CYSSA President will give the report to the CYSSA Board for review and a decision shall be made as to whether or not the infraction warrants a suspension or expulsion from the program. (See Section 6.2 for the Appeal Process)

7.4.6 Coaches and Spectators

7.4.6.1 Coaching during a sub-event in Trap and Skeet 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, during the “preview pair” or “show pair” targets thrown for all participants, and with an individual athlete while that athlete is in the shooting box – either before and after a shot - so long as the length of time to coach the athlete is not excess nor delay the overall shooting event.

7.4.6.2 The Coaches, safety monitors or spectators are not to influence the scorekeeper’s decisions during the sub-events, unless assistance is requested.

7.4.7 Participants

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

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7.4.7.2 A participant is *required* to fire at a legal target (Sections 7.4.2.5 & 7.4.2.7) 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”.

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

7.4.7.4 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 with the CYSSA as an individual or coach constitutes acknowledgment and acceptance of these rules. All CYSSA activities shall be conducted in accordance with these rules.

Definitions

A Gun Club is a range open to the public.

A Gun Club Team is a team that is formed into a club and is required to declare a home gun range.

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Waiver Request

Date: _____

Participant Name: _____

Participant Address: _____

Participant Email: _____

Participant Phone: _____(home) _____(mobile)

Current Head Coach Name: _____

Current Head Coach Email: _____

Current Head Coach Phone: _____(home) _____(mobile)

Requested New Head Coach Name: _____

Requested New Head Coach Email: _____

Requested New Head Coach Phone: _____(home) _____(mobile)

Current Head Coach Comments (signature): _____

Requested New Head Coach Comments (signature): _____

Description of Waiver Request (please clearly and concisely describe your request and the applicable CYSSA rules you are requesting be waived):

Submit your written request to CYSSA President, Stanley Chan, at boompole@aol.com.

All waiver requests must be received in writing using this form.