

Action Shooting Leagues

Action Steel Rules

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Action Shooting Leagues (ASL) is a sanctioning body whereby competitive shooting matches may be recognized and included within the ASL records. ASL provides a standardized rule book and guidelines for each league by which matches must adhere so that competitors may have consistency while attending any ASL sanctioned match. ASL provides a consistent platform for ranges and clubs to promote the safe and competitive sport of action shooting.

The name, applications, rule books and classification systems are intellectual property of the ASL and may not be used for any purpose other than promoting the ASL sports without written authority of the board of directors.

Sanctioning of matches requires that an active ASL club present a professionally organized match to the public following all of the rules and regulations of the specific rule book. Sanctioning of a match by ASL does not imply control, liability or responsibility but only an agreement to acknowledge the match results within the ASL data systems. ASL reserves the right to publish or deny publishing of results based on the opinion of compliance to the published rules.

Rule Summary

These rules are designed to bring consistency to matches regardless of location, staff or competitor. With exception for safety or legal, these rules will not change for a period of one year from January 1st of the calendar year issued.

1. Match Responsibility

Course design, match safety, competitors and spectators are ultimately the responsibility of the host organization and staff. ASL does not dictate exact design or schedule and therefore does not assume any liability for course design, staff performance, safety or business responsibilities.

Any entity using the name ASL for the promotion of and/or activity of competition shall designate the owner or primary responsible party for that event. That person must agree to accept responsibility for any and all liability.

The host organization is responsible for the construction and placement of a sufficient number of Safety Areas for the match. They should be conveniently placed and easily identified with signs. Safety Areas must include a table of at least 6' with the safe direction and boundaries clearly shown.

Competitors are permitted to use the Safety Areas for;

- casing, uncasing, and holstering unloaded firearms.
- the practice of drawing, dry-firing and holstering of unloaded firearms.
- perform repairs and maintenance of firearms.

Dummy ammunition (including practice or training rounds, snap caps and empty cases), loaded magazines, loaded speed loading devices and live rounds must not be handled in a Safety Area under any circumstances.

2. Match Structure

2.1. Level I match is intended to provide clubs and ranges with the latitude of holding ASL matches within the constraints of their facility. Level I matches may include additional club rules as necessary for safety only. Any additional club rule must apply to all stages equally.

2.1.1. A level I match must have at least 10 competitors.

2.1.2. A level I match must have at least 3 unique stages.

2.1.3. Level I may be conducted with stationary steel targets. All targets must be placed or mounted in a manner that is equal for all competitors and that can be replaced exactly in the

same place in the event of movement.

- 2.2. Level II matches are designated as Championship matches and must be approved by the ASL organization. Level II matches shall be publicly advertised 60 days prior to commencement and shall provide equal opportunity for competitors to register. A facility for such a match must be carefully chosen so as not to add to or remove any rules within this book.

- 2.2.1. A level II match must have at least 50 competitors.
- 2.2.2. A level II match must have at least 6 unique stages.
- 2.2.3. A level II match must have a minimum of 3 recognized divisions.
- 2.2.4. A level II match must be pre-approved by the organization.
- 2.2.5. A level II match must be publicly declared 60 days prior to start.

- 2.3. Level III matches are designated as National level and must be approved by the organization. Level III matches shall be publicly advertised 120 days prior to commencement and shall provide equal opportunity for competitors to register. A facility for such a match must be carefully chosen so as not to add to or remove any rules within this book.

- 2.3.1. A level III match must have at least 100 competitors.
- 2.3.2. A level III match must have at least 10 unique stages.
- 2.3.3. A level III match must have a minimum of 3 recognized divisions.
- 2.3.4. A level III match must be pre-approved by the organization.
- 2.3.5. A level III match must be publicly declared 60 prior to start

- 2.4. Match Consistency. Once a match has started, no physical changes may be made to a stage. A forbidden action may be added, for safety only, by the Range Master so long as the following is also done;

- 2.4.1. Any competitor that has completed the stage and committed the forbidden action must be required to re-shoot the stage.
- 2.4.2. The forbidden action cannot add or remove any reasonable opportunities or penalties for competitors.

3. Match Officials

- 3.1. The Range Master has authority over all Match Officials except the Match Director (except when the Match Director is actually participating as a competitor at the match) and is responsible for decisions in matters concerning scoring, conduct and discipline.
- 3.2. In the event that a Match Official is disciplined, the Range Master or Match Director must send a written report of the incident and details of the disciplinary action to the ASL organization.
- 3.3. A Match Official who is disqualified from a match while competing will continue to be eligible to serve as a Match Official for the match.
- 3.4. Match organizers must, prior to commencement of a match, appoint a Match Director and a Range Master to carry out the duties detailed in these rules. The nominated Range Master should be an experienced Range Official. For Level I matches a single person may be appointed to be both the Match Director and the Range Master.
- 3.5. Matches of all Levels shall publicly publish or announce to competitors the identity of the Match Director, Range Master, and Stats Officer, prior to the first shot being fired and as appropriate to the level of match.
- 3.6. References in these rules to Range Officials (e.g. "Range Officer", "Range Master" etc.), mean personnel who have been officially appointed by match organizers to serve in an official capacity at a particular match.

4. Course Design

- 4.1. Safety is the most important factor of every stage. Careful consideration should be used to make sure every person on the range is protected from injury. Furthermore, the incidentals of shooting should be considered such as shrapnel, tripping hazards, spectators, people with cameras, range staff and actions that may cause projectiles to leave the range.

4.2. Boundaries

- 4.2.1. Stage boundaries must be clearly marked so as to delineate the course boundaries, shooting areas and non-shooting areas during the course of fire. When marking the course at ground level, with the exception of rear boundaries, boundaries must be made of a solid material capable of standing on by the competitor and a minimum height of 1.5" above ground.
- 4.2.2. A rear boundary of a stage may be marked by paint or safety tape to delineate a prohibited area where the competitor is not allowed to enter or cross during the course of fire.
- 4.2.3. If a competitor crosses the rear boundary or into a designated prohibited area of a stage, the range official should immediately stop the competitor for violating a designated safety boundary during the course of fire. The violation will result in a zero score for that stage. No reshoot is given.
- 4.3. Minimum safe distance. Metal targets often produce shrapnel that can injure anyone on the range. Course design must require a minimum of 20 feet from muzzle to any steel target in all directions for all persons on the range while being engaged by a competitor. A suitable solid impenetrable barrier may be used to protect individuals when distance is not available.
- 4.4. Barriers. All walls shall be considered impenetrable and extend from ground to infinity unless exception is described in the written stage briefing.
- 4.5. Obstacles. All obstacles used within a course of fire must provide considerations for physical limitations of competitors such as height and/or reach. Competitors with physical limitations must be given the opportunity to compete at an equal level. All such obstacles should be clearly marked as to position so as they may be replaced exactly as original in the case of movement. If a competitor feels they have a competitive disadvantage, they must notify the Range Officer prior to shooting the stage. The Range Master may offer a solution to present an equally competitive alternative to the issue.
- 4.6. Use of Obstacles and Barriers. Any competitor may use any barrier or obstacle, for support, within the shooting area so long as the

barrier or obstacle is not moved from its original position. Moving an obstacle or barrier, from its original position, during the course of fire shall result in one procedural penalty per shot fired after moving the obstacle. Penalties would be assessed if an obstacle is leaned on, pushed or pulled and moves while shooting. If the obstacle returns to its original position prior to shooting, no penalties are assessed.

4.7. Targets

Targets may be designed to fall or remain stationary during any course of fire. All targets must be the same type anywhere on the same stage.

4.7.1. Knock Down Steel

- 4.7.1.1. Knock down steel targets are specifically designed to fall when contacted by a projectile suitable for the division.
- 4.7.1.2. Targets must be constructed of 100% metal.
- 4.7.1.3. Targets must not weigh more than 4 lbs.
- 4.7.1.4. Any side or diameter of any target can be no less than 6".
- 4.7.1.5. Targets must be a minimum of 18 square inches.
- 4.7.1.6. In the event a target is hit and moves from the original position but does not fall, it shall be deemed a hit. Evidence of the hit must be present on the target.
- 4.7.1.7. Each target may only require one hit.

4.7.2. Stationary Metal Targets.

- 4.7.2.1. Stationary are non-falling metal targets.
- 4.7.2.2. Targets must be constructed of 100% metal.
- 4.7.2.3. Any side or diameter of any target can be no less than 6".

- 4.7.2.4. Targets must be a minimum of 18 square inches
- 4.7.2.5. Targets may not be required to be engaged from a position more than 45 degrees to the angle of the competitor.
- 4.7.2.6. May require multiple hits so long as the match designates the same criteria for all stages in the match. An example may be 'a triangle target requires one hit while a square target requires 2 hits'

5. Course of Fire

- 5.1. "Make Ready" - This command signifies the start of "the Course of Fire". Under the direct supervision of the Range Officer the competitor must face downrange, or in a safe direction as specified by the Range Officer, fit eye and hearing protection, and prepare the firearm in accordance with the Written Stage Briefing. A competitor is permitted to take a sight picture prior to the start signal from the make ready position. The competitor must then assume the specified start position. The Range Officer will not proceed with any further range commands until the competitor is still and is in the correct start position. The competitor has a maximum of 2 minutes, from the 'Make Ready' command to get completely in the ready position. The competitor may not leave the starting position after the 'Make Ready' command has been issued unless approved by the acting Range Officer for that stage.
- 5.2. "Are You Ready?" - The lack of any negative response from the competitor indicates that he fully understands the requirements of the course of fire and is ready to proceed. If the competitor is not ready at the "Are You Ready?" command, he must indicate to the Range Officer that he is not ready. The course of fire shall not begin until the RO has issued the 'Are you Ready?' command again without response from the competitor.
- 5.3. "Standby" - This command should be followed by the start signal within 1 to 4 seconds.
- 5.4. "Start Signal" - The signal for the competitor to begin their attempt at the course of fire. If a competitor fails to react to a start signal, for

any reason, the Range Officer will confirm that the competitor is ready to attempt the course of fire and will resume the range commands from "Are You Ready?".

- 5.5. "Stop" - Any Range Officer assigned to a stage may issue this command at any time during the course of fire. The competitor must immediately cease firing, stop moving and wait for further instructions from the Range Officer
- 5.6. "If You Are Finished, Unload and Show Clear" or "Unload and Show Clear" - If the competitor has finished shooting, he must lower his firearm and present it for inspection by the Range Officer with the muzzle pointed downrange, magazine removed, slide/bolt locked or held open, and chamber empty. Revolvers must be presented with the cylinder swung out and empty. If a competitor has been stopped by the Range Officer, they will be given "Unload and show clear" as the command. If the competitor is unable to open the chamber manually, the range officer may authorize the competitor to discharge the firearm in a safe direction so as to open the chamber and confirm the firearm is empty.
- 5.7. "If Clear, Hammer Down, Holster" (pistols) or "If Clear, Hammer Down, Flag" (rifles) - After issuance of this command, the competitor is prohibited from firing. Any discharge after this command will be considered negligent and the competitor is disqualified from the match.
- 5.8. If the gun proves to be clear, the competitor must holster/flag his firearm. A carbine or shotgun may be carried with the muzzle reasonably vertical up or down, while scoring is done, and then off the stage to a rack or case. Flagged carbines and shotguns may also be cased at this time and transported off the stage in the case. When casing a firearm, the competitor must be within 10' of and must point at a side berm or impenetrable backstop. Failure to point the muzzle at a side berm or impenetrable backstop during casing will result in a disqualification from the match.
- 5.9. "Range Is Clear" - This declaration signifies the end of the Course of fire. Once the declaration is made, officials and competitors may move forward to score, patch, reset targets etc
- 5.10. When loading, reloading or unloading during a course of fire, the competitor's fingers must be visibly outside the trigger guard and

the firearm must be pointed safely downrange or in another safe direction authorized by a Range Officer.

- 5.11. The course of fire will end when the stage's range officer verifies the competitor has unloaded the firearm, placed it in a safe condition and declares the range clear.

6. Competitors

- 6.1. Conduct. All competitors, staff and observers will conduct themselves so as not to interfere with other competitors before or during the match. The match director shall have the authority to remove disruptive persons from the match and, at his/her discretion, award a stage re-shoot to the competitor if they feel the competitor was interfered with, during the course of fire.
- 6.2. Competitors must compete for score according to the published match and squadding schedule. A competitor who is not present at the scheduled date and time for any stage will receive a zero score for that stage. The competitor may only attempt that stage at another time with the approval of the Range Master.
- 6.3. At the match directors discretion, a competitor may enter multiple divisions but only one entry per division may be allowed per match. Match directors must publicly declare the option to enter multiple divisions prior to the match start. If not declared, entering multiple divisions is prohibited.

7. Classifications

The purpose of the classification system is to provide a level playing field for competitors while encouraging the competitive spirit to improve. The classifications should account for activity and skill level while participating in a league. In each league, a competitor shall have a classification per division. While all leagues share a common classification system, competitors may have different classifications in each league and division thereof.

As an example, a competitor may be classified as B in the Action Steel League pistol limited division and may be classified as C in the Action Carry League compact division.

7.1. The following classifications are recognized in ASL

GM	M	A	B	C	D
95%	85%	75%	60%	40%	<40%

7.2. A competitor classification will be determined by the average of the last 4 match finishes submitted that meet the minimum requirements for classification.

7.3. Classification Score Minimum Requirements

In order to qualify for classification, a match score must be from a match meeting the following requirements;

7.3.1. Match must have a minimum of 3 GM competitors in the division.

7.3.2. Match must have a minimum of 40 classified competitors in the match.

7.3.3. Match must have a minimum of 10 competitors in the division.

7.4. A competitors match classification shall be determined by the organization's master database at the time of the first shot of the match.

7.5. Upon joining the organization, competitors may declare unclassified or elect to use their classification as declared by another organization in accordance with the following;

7.5.1. As compared to USPSA classifications

GM	M	A	B	C	D
GM	M	A	B	C	D

7.5.2. As compared to IDPA Classifications

DM	Master	Expert	Sharpshooter	Marksman
GM	M	A	B	C

8. Categories

Any match may recognize these categories as defined;

Lady - Sex as listed on a government issued ID.

Junior - Competitors under the age of 18 on the first day of the match.

Senior - Competitors who are 60-69 years of age on the first day of the match.

Super Senior - Competitors 70 years of age and older on the first day of the match.

9. Scoring

9.1. Only one of the scoring methods included in these rules may be used for all courses within a single match.

9.2. Time Plus Scoring

9.2.1. Time plus scoring shall give the competitor a maximum of 2 minutes to complete the entire course of fire including all shots necessary to complete the course and any repairs, malfunctions or actions within the competitor's control. If a competitor extends beyond 2 minutes, the competitor shall be stopped and the 2 minutes recorded as the stage time. Any penalties will be added to the 2 minute time.

9.2.2. At the end of the course of fire, the competitors raw time will be recorded plus any time added for penalties to give a final stage time.

9.2.3. All penalties shall be an integer time value between 1 and 5.

9.2.4. Penalty times shall be declared prior to the start of the match and may be set per stage within the written stage briefing. If

not declared, the default time for penalty is 3 seconds.

9.2.5. A competitor must attempt, start and receive a time for all stages of the match to receive a place and/or award in the match.

9.2.6. The competitor with the lowest overall time is the winner.

9.3. Challenge Scoring

9.3.1. Each stage shall designate a single target as the stop plate. Typically designated with red paint on the target or mount.

9.3.2. Once the stop plate has been hit, the time and penalties will be recorded as a string.

9.3.3. If the stop plate is not hit, the string is deemed a failed string.

9.3.4. Any string deemed a failed string will have a set time of 30 seconds.

9.3.5. Each stage requires 5 strings with an identical start position.

9.3.6. Final score for the stage will be the sum of the lowest 4 of 5 string times, including penalties.

9.3.7. The competitor with the lowest overall time is the winner.

9.3.8. At the end of the match, any competitor not completing a stage will receive a time of 120 seconds for that stage.

9.4. Knock Down Steel

9.4.1. Each stage shall designate a fixed time for the course of fire. This includes all shots, repairs and malfunctions of the competitor. Each competitor will receive the same time for the stage.

- 9.4.2. Overtime shots shall incur one procedural penalty per shot beyond .30 seconds over the designated fixed time.
- 9.4.3. Knock Down Steel scoring shall not penalize any missed targets.
- 9.4.4. Knock Down Steel scoring is the total of the targets hit within the set fixed time minus 1 point per penalty.
- 9.5. Each competitor is responsible to maintain an accurate record of their scores to verify the results posted by the Stats Officer.
- 9.6. After all competitors have completed a match; the provisional stage results must be published and posted in a conspicuous place, either at the shooting range or electronically, by the Stats Officer for the purpose of verification by competitors.
- 9.7. If a competitor detects an error in the results at the end of the match, they must file an appeal with the Stats Officer not later than 1 hour after the provisional results are posted. At Level I and Level II matches only, providing the scores have been made available to all competitors on a regular basis throughout the match (e.g., electronic posting), this one-hour review period may be waived by a majority vote of the competitors present.
- 9.8. Only the timing device operated by a Range Officer must be used to record the official elapsed time of a competitor's attempt at a course of fire. If a timing device is faulty, a competitor whose attempt cannot be credited with an accurate time will be required to reshoot the stage.
- 9.9. A competitor who reacts to a start signal but for any reason does not fire a shot or continue the attempt at the course of fire and fails to have an official time recorded on the timing device operated by the Range Officer shall be given the opportunity to move to a later time within that squads allocated time schedule to reshoot or may elect to receive DNF for the stage. A DNF would invoke rule 11.2.5 declaring the competitor ineligible for a final score or award.

10. Penalties

Procedural penalties are given when a competitor does not adhere to the written stage briefing or the general rules of the game. Procedural penalties are time added to the competitors score for that stage. Each stage may independently declare the time of penalty. If not declared in writing prior to the first shot of the match fired, the default penalty is 3 seconds per procedural.

Where multiple penalties are assessed in the above cases, they must not exceed the maximum number of scoring hits that can be attained by the competitor.

- 10.1. Out of Bounds. During the course of fire, any competitor that fires a shot while touching the ground or any obstacle outside of the boundaries, regardless of hit or miss, shall incur one procedural penalty per shot fired.
- 10.2. Missed Shot. A miss on a target shall incur one procedural penalty.
- 10.3. FTE. Failure to engage a target shall incur one procedural penalty. All hits required on that target shall also be considered missed shot penalties.
- 10.4. Barrier. Unless prescribed in the written stage briefing, a competitor intentionally shooting through, over or under a wall shall incur one procedural per shot fired.
- 10.5. Fail to Reload. A competitor who fails to comply with a mandatory reload will incur one procedural penalty for each shot fired after the point where the reload was required until a reload is performed.
- 10.6. Failure to comply with WSB. Except as addressed in other rules, a competitor who fails to comply with the procedure specified in the Written Stage Briefing will incur one procedural penalty for each occurrence.
- 10.7. Penalty Target. Each hit upon a designated penalty target shall incur one procedural.
- 10.8. Strong / Weak hand required. Unless clearing a malfunction a penalty will be given for any of the following;

- 10.8.1. Touching the handgun with the other hand, or using the wrong hand, while firing shots;
- 10.8.2. Using the other hand to support the handgun, wrist or shooting arm while firing shots;
- 10.8.3. Using the other hand on a barricade or another prop to increase stability while firing shots.

11. Disqualifications

A competitor found to have violated a serious safety infraction shall be disqualified and not allowed to continue the match. A disqualification is not intended to intimidate the competitor and should be treated respectfully as encouragement to improve gun handling skills. This section gives examples of specific violations that require a disqualification from the match. A disqualified competitor will have no score for the match.

Unsafe gun handling is considered a safety violation and shall disqualify any person for any of the following reasons;

- 11.1. Handling a firearm anywhere outside of the designated safe area and not under the supervision of a match or range official.
- 11.2. At any time during the course of fire, a competitor allows a firearm to point beyond the plane of 180 degrees to the course of fire. The 180 degree plane must be apparent to the stage or designated by clear marking and within the stage briefing.
- 11.3. At any time during the course of fire, a competitor unintentionally loses control of a firearm. Dropping a firearm would be an example even if the firearm is caught during the drop.
- 11.4. At any time, a competitor accidentally or negligently discharges a firearm.
- 11.5. At any time, a competitor discharges a firearm and the projectile leaves the range or contacts the ground within 10' of the competitor.
- 11.6. At any time during the course of fire, a competitor allows a firearm to point at any part of their body. Drawing a firearm from a holster in the regular course of fire is not considered pointing at the competitor's body.

12. Definitions

12.1. Ready Condition

- 12.1.1. Single action. Chamber loaded, hammer cocked, and the safety engaged.
- 12.1.2. Double action. Chamber loaded, hammer fully down or de-cocked.
- 12.1.3. Striker fired/Safe Action. Chamber loaded, handgun cocked, external safety engaged if present.
- 12.1.4. Pistol Caliber Carbine PCC: Carbine will be prepared with a loaded chamber, loaded magazine inserted, hammer cocked, and safety applied.

13. Divisions

13.1. Pistol Open (PO)

- 13.1.1. Must be center fire caliber.
- 13.1.2. Must be 9mm caliber or larger
- 13.1.3. May not be shoulder fired.
- 13.1.4. Electronic Optics allowed
- 13.1.5. Must have functioning safety

13.2. Pistol Limited (PL)

- 13.2.1. Must be center fire caliber.
- 13.2.2. Must be 9mm caliber or larger
- 13.2.3. May not be shoulder fired.
- 13.2.4. Electronic Optics prohibited
- 13.2.5. Compensators or ported barrels prohibited
- 13.2.6. Must have functioning safety

13.3. Pistol Rimfire (PR)

- 13.3.1. Electronic Optics allowed
- 13.3.2. Must be rimfire caliber
- 13.3.3. Barrel 5.5" or less
- 13.3.4. May not be shoulder fired.
- 13.3.5. Compensators and ported barrels allowed
- 13.3.6. Must have functioning safety

13.4. Pistol Striker (PS)

- 13.4.1. Must be center fire caliber.

- 13.4.2. Must be 9mm caliber or larger
- 13.4.3. Electronic Optics allowed
- 13.4.4. May not have a hammer mechanism
- 13.4.5. May not be shoulder fired.
- 13.4.6. Compensators or ported barrels prohibited
- 13.4.7. Maximum rounds in any magazine equal to the largest factory supplied magazine capacity sold with the firearm.
- 13.4.8. Must have functioning safety
- 13.5. Pistol Caliber Carbine (PCC)
 - 13.5.1. Must be center fire caliber.
 - 13.5.2. Must be 9mm caliber or larger
 - 13.5.3. Electronic Optics allowed
 - 13.5.4. Minimum barrel length of 16 inches
 - 13.5.5. Maximum 30 rounds in any magazine at start
 - 13.5.6. Must have functioning safety
- 13.6. Rifle Rimfire (RR)
 - 13.6.1. Electronic Optics allowed
 - 13.6.2. Must be rimfire caliber
 - 13.6.3. Compensators and ported barrels allowed
 - 13.6.4. Must have functioning safety
- 13.7. Shotgun Open (SO)
 - 13.7.1. Electronic Optics allowed
 - 13.7.2. Ammo limited to #7 shot or smaller
 - 13.7.3. Unlimited capacity
 - 13.7.4. Must have functioning safety
- 13.8. Shotgun Limited (SL)
 - 13.8.1. Electronic Optics prohibited
 - 13.8.2. Ammo limited to #7 shot or smaller
 - 13.8.3. Magazine feed not allowed
 - 13.8.4. Maximum capacity of 10 + 1 in chamber
 - 13.8.5. Must have functioning safety