

CMA Change Log for Rules Version 4.0

Date: Mai 14, 2025

Effective from June 1, 2025



Nr	Doc Chpt	New/Changed
1	Rule 2.2.	2.2. Shooters All shooters participating in CMA events have to possess a valid shooters certification, also called shooters license. The certification consists of a valid membership plus a valid classification. Under no circumstances will shooters be allowed to participate in any live firing event that are not properly trained and able to prove their eligibility by presenting a valid shooters license. It is the responsibility of every participant to make sure his or her license is updated and valid.
2	Rule 2.6.5.	Dropped firearms have to be picked up by a Safety Officer. The SO will render the firearm safe and hand it back to the shooter.
3	Rule 2.6.8.	2.6.8. Crossing Stage Boundary If a shooter steps outside of the stage boundary while shooting the stage, he or she will be immediately stopped. If there are no safety violations, the stage will be scored as DNF. If there are safety violations, the shooter may be disqualified accordingly.
4	Rule 2.6.9.	2.6.9. Invalidating A Stage If a shooter invalidates a stage and the stage cannot be correctly and safely finished, the shooter will be immediately stopped. If there are no safety violations, the stage will be scored as DNF. If there are safety violations, the shooter may be disqualified accordingly. Invalidating a stage can be, for example, running over or tearing down stage props, incorrect or unsafe manipulation of stage equipment, stumbling or falling into stage props and so on. This has to be unprovoked by outside influences, not caused by unstable stage building and entirely the shooters own fault.
5	Rule 2.6.10.	2.6.10. Moving with a rifle during a stage During movement of more than 3m, the manual safety of the rifle has to be engaged unless the buttstock is on the shoulder and the shooter is ready to shoot.
6	Rule 2.6.11.	2.6.11. Ignoring Warnings If a shooter ignores warning commands given by a Safety Officer, the SO can issue penalties up to a disqualification, as appropriate.
7	Rule 3.3.	In 2-Gun stages where the handgun is not used, the shooter can start without it. ... In the Small Rifle Division, it is permitted to carry an emergency magazine. It must be concealed, e.g. in a side pocket of the pants or in a similar manner and it can be used only in case of an extended malfunction. ... The total number of loading devices for handgun (3) and for rifle (2 – Small Rifle additionally 1 emergency magazine) may not be changed.
8	Rule 3.4.	Optional: "Safety!" This command is a warning. The safety officer warns the shooter that the manual safety is not engaged when it should be. The shooter has to make sure the safety is engaged immediately but can continue with the stage without penalty.
9	Rule 3.5.6.	If the manual safety is not engaged, a procedural penalty is issued. If the firearm is fully or partly outside of the marked area, a procedural penalty is issued.
10	Rule 5.8.	5.8. Did Not Finish (DNF) A shooter is given a DNF score for a stage if he or she has not completed the stage correctly. The stage may not be re-shot unless the Match Director overturns the DNF decision. The competitor may continue to shoot any remaining other stages of the competition. If one or more stages are scored DNF, the shooter is excluded from the match rankings.

11	Rule 5.9.	5.9. Re-Shoot Re-shoot means that a shooter can start again on a given stage and the newly achieved score will count. A shooter is given a re-shoot if: - the shooter could not correctly complete a stage due to reasons outside of the shooters influence - a correct score cannot be determined - the shooter appealed a decision of the Safety Officer and the Match Director decides for a re-shoot Examples of valid reasons for a re-shoot: - stage failure: the stage equipment does not function as intended, e.g. a moving target fails to function after being activated - the shooter was impeded by the Safety Officer - A stage prop falls over without the shooters interference and so on. The decision for a re-shoot is always taken by a Safety Officer or by the Match Director. Examples of non-valid reasons, no re-shoot is given: - failures of the shooters equipment, including firearms, magazines, ammunition, clothing, and so on - mental failures by the shooters, including forgetting the correct stage procedure, and so on
12	Rule 5.10.	5.10. Disabled Shooters Shooters with permanent or temporary physical disabilities may take the skills tests and participate in competitions as long as there are no safety concerns. In relation to the disability, they may use special equipment and may perform certain elements of a stage procedure in a special way or not at all. The stage SOs and the Match Director (the final decision is with the MD) have to approve any deviations from the rules or stage procedure beforehand. They may add corresponding penalties to maintain overall fairness and sportsmanship. Examples of deviations: - Position and type of holster and/or magazine pouches - Not taking a required kneeling or prone shooting position - Not negotiating an obstacle such as e.g. a low passage and so on.
13	Rule 8.1.3.	Renewal: Valid classifications can be renewed by shooting the skills test lead by an SO. Expired classifications can only be renewed by re-taking the intro class and/or shooting the skills test lead by an instructor.
14	Rule 8.2.1.	Safety Officers must renew their certification every 24 months. For the renewal a minimum of 4 matches in the SO role during the renewal period is required.
15	Rule 8.2.2.	Match Directors must renew their certification every 24 months. For the renewal a minimum of 2 matches in the MD role plus a minimum of 2 matches in the MD or SO role during the renewal period is required.
16	Rule 8.3.1.	Deleted the renewal part (Trainers must renew their certification at least every 36 months. – Will be defined in the future)
17	Rule 9. Membership Sponsorship	Add A10 and A11 Appendices Renamed the Appendices in the corresponding documents.

18	Div 1.1	The following modifications are allowed as long as they do not change the safe operation of the firearm: - replacing parts with factory parts that are approved by the factory for that firearm model - adding factory parts that are approved by the factory for that firearm model - internal and external surface finish such as polishing or coating - rounding of edges for example of grip, trigger guard, magazine well - stippling or checkering - engraving - use of aftermarket magazines or magazine parts - removing magazine safeties or storage locks - adding or replacing parts with aftermarket parts: sights (iron or optic of similar type as the original), slide/bolt release levers, magazine release buttons, magazine funnels, grip panels, grip tape
19	Div 3.1.3.	- Blast deflectors or linear/forward compensators of maximum 100mm length and maximum diameter of 50mm and maximum 3 chambers (if applicable)
20	Div 3.2.1.	Barrel length: ... maximal 550mm
21	Div 3.3.1.	Overall length: ... maximal 850mm
22	Div 3.4.1.	Barrel length: minimal 200mm, maximal 550mm