MIT INTRAMURALS
AIR PISTOL RULES

Eligibility
All team members must have a current DAPER membership and be either:
-A MIT undergrad or grad student who is registered for the semester
-A member of the Staff, Faculty, Instructors, Lecturers or Post Docs
-A member of MIT Alumni Club of Boston (MITCOB) who is registered with DAPER
-A spouse or partner of any eligible player who has an active DAPER membership

Members of MIT club or varsity teams may not compete in IM leagues (in the same sport) for one calendar year from their last official practice or match.

IM participants may only compete on one team in each league per sport

Leagues
Here are basic descriptions of levels of skill and competition within each league. Leagues may be combined or split at manager’s discretion. Champion t-shirts are awarded to A & B Leagues. See ‘Number of Players’ section for how many t-shirts will be awarded.

A – Experienced players who may have been playing together for some time
B – Majority of team has played the sport but not necessarily on a formal team
C – A casual league for those who have never played or wish to play leisurely

Proper sportsmanship is expected of all teams at all times.
- Most MIT intramural leagues are not refereed. The captains are expected to control the behavior of their team members.
- The sport manager reserves the right to remove any player or team from the league without prior warning if there are any incidents of unacceptable sportsmanship.
- Any complaints should be reported to the manager immediately.

Forfeits
-A team that doesn’t have the minimum number of players at the start of the game will be forced to forfeit. This will result in a forfeit fine.

-Please ensure you have enough players for each game. It’s no fun if the other team shows up and your team doesn’t have enough to play!

Injuries
-Most intramural games are played on campus within the Z Center facilities. If an injury occurs, send a teammate to summon help at one of the desks within the Z Center. The Z Center staff can provide 1st aid and summon additional help if needed.

Reporting Scores
-It is the responsibility of the WINNING team’s captain to record the score on IMLeagues.com. It will be assumed that there was a double forfeit if no score is recorded 24 hours after the game was played.

Number of Players
-MIT intramural teams are open to men and women, and there are no male-to-female ratios that need to be adhered to in most cases. Some sports offer co-ed leagues, in which case there are male-to-female ratios that will be specified.
-All players must register on IMLeagues.com before playing in a game.
-A minimum of 3 players is needed to score a game. If a team has more than three, only the top three scores contribute to the team’s score. If a team has less than three, no handicap will be given, and the team score will be
the sum of those shooters present. Regardless of players registered, a maximum of 8 champion t-shirts will be awarded per team.

**Equipment**
- All equipment (air pistols, ammo, targets) will be provided by MIT intramurals.

**Pistol Range Regulations**
- Each new member must attend both theoretical (short classroom session) and practical training. A variety of scheduling options are available.

  - Range safety rules will be meticulously observed by all members.

  - No cell phones or other digital devices are allowed on the range.

**Game Play**
- Matches last 40 minutes. The schedule provides the approximate start time for each match.

  - Matches and practices take place on Thursday evenings from 7:30-9:30pm. Occasionally, there are practices on Sunday evenings at 7:30pm.

  - Each shooter will take thirty (30) shots for record, i.e., 10 shots on each of 3 targets. If more than ten shots are placed on a target only the lowest ten will determine the score for that target. You will also be given practice targets and may place as many shots as you want on this target.

  - Shots that overlap more than one scoring zone shall be credited to the higher score.

  - All participants are expected to stay and help score sheets from other members. Teams should not score their own sheets.

  - The Sport Manager will have the final say on all decisions and questions.