

OFFICIAL NCAA WRESTLING GUIDE

OFFICIAL WRESTLING RULES

OF THE

NATIONAL COLLEGIATE
ATHLETIC ASSOCIATION

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Eligibility Rules for National Championships

(The following eligibility rules are taken from Article IV of the NCAA By-Laws, as amended by the 48th annual Convention, January 6-8, 1954. Check your athletic director for possible changes in these rules made at the 49th annual Convention, January 5-7, 1955, at New York City.)

Section 1. Any participant in an athletic contest under the auspices of the Association must meet all of the following requirements for eligibility:

(a) He must be eligible under the rules of the intercollegiate athletic conference of which his institution is a member, or, if his institution is not a member of any conference, then he must be eligible under rules of his institution.

(b) He must be a matriculated student at the certifying institution. That is, he must have been admitted under the published admission rules of that institution as a regular student in a curriculum leading to a degree or comparable objective.

(c) He must, at the time of competition, be registered for at least a minimum full-time program of studies as defined by his institution, or if the competition takes place between terms, he must have been so registered in the term immediately preceding the date of competition.

(d) He must have completed a full freshman year of two full semesters or three full quarters and one calendar year must have elapsed from his first registration at the member institution or a junior college, or he must have completed one full year of two full semesters or three full quarters and one calendar year must have elapsed from his first registration at the certifying institution after transfer from an institution offering more than two years of college work.

(e) He must not previously have engaged in three seasons of varsity competition in the sport involved, provided that participation by a freshman on a varsity team of an institution with an undergraduate male enrollment of 750 or less shall not be counted as a season of varsity competition for purposes of this rule.

(Competition by a freshman on a varsity team must be charged as a season of varsity competition and must be counted as one of the three seasons of varsity competition referred to in paragraph (e), unless enjoyed at an institution with an undergraduate male enrollment of 750 or less.)

(f) He must not have received or satisfied the requirements for a baccalaureate or equivalent degree, except that a student who is eligible during the term in which he completes the work for the degree remains eligible until the opening of the next regular academic semester or quarter.

(g) He must be an amateur as defined in Article III, Section 1 of the Constitution of the Association. (A student who signs a contract to play in professional athletics, whether for a money consideration or not, is not an amateur.)

(h) He must, if competing in the Boxing Tournament, comply with all of the requirements of the special boxing rules set forth in the Boxing Guide of the Association as the Official Boxing Rules, and as the same may be, from time to time, established by the Boxing Rules Committee.

Section 2. There shall be no waiver by the Association of any of the provisions of Section 1 in the case of any individual student or students, except that in times of national emergency the Council may waive any of said provisions.

Section 3. The Eligibility Committee shall not, prior to the conclusion of any tournament or meet under the auspices of this Association, rule on any protest received during the progress of such tournament or meet or within a period of twenty-four hours immediately preceding the same if the student protested has been duly certified by his institution as eligible for competition in the event.

Official NCAA Wrestling Rules 1955

RULE I—ELIGIBILITY

SECTION 1. Each contestant must be an Amateur as defined in the rules of the National Collegiate Athletic Association and be eligible according to the rules and regulations of the college or university which he represents. Participants in the National Collegiate Wrestling Championships must represent institutions which are active members of the NCAA in good standing and must conform to the rules of eligibility adopted by the NCAA (see page 48), to apply to all annual championship meets conducted by this Association.

Note—See Rule 5, Section 4.

SECTION 2. All colleges, universities and institutions of learning in the United States with acceptable scholastic and athletic standards may be elected to membership in the NCAA. To comply with "acceptable *scholastic* standards" the institution must be on the approved list of the accepted accrediting agency of the district in which the institution is located.

SECTION 3. An institution is considered as having "satisfactory *athletic* standards" on approval of its standards by a two-thirds majority of the active members of the NCAA in the Association District in which the institution is located. Further information regarding application for membership may be obtained from the Executive Director of the NCAA, Walter Byers, 209 Fairfax Building, Kansas City 5, Mo. At least thirty (30) days should be allowed for the above procedure.

RULE II—REPRESENTATION

SECTION 1. An institution shall be represented by only one contestant in each weight class.

SECTION 2. No contestant shall be allowed to represent his institution in more than one class in each meet.

SECTION 3. A representative may not accept a forfeit in one weight class and compete in another class.

SECTION 4. A contestant who weighs-in for one weight class may be shifted to a higher weight class.

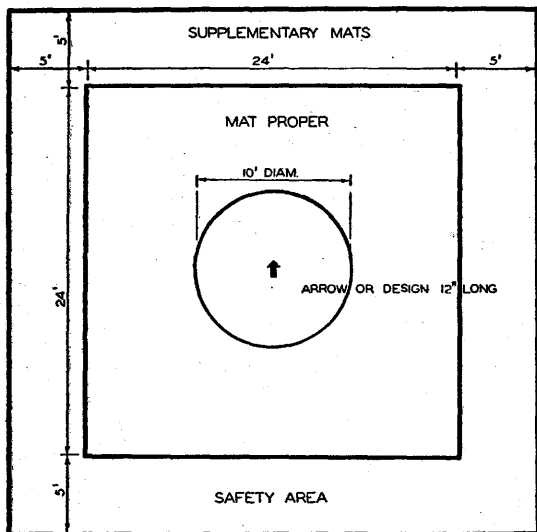
National Collegiate Championships

SECTION 5. All entries to the National Collegiate Wrestling Championships which are received after the deadline date shall be charged a double entry fee. The deadline shall be nine days in advance of the first tournament session.

RULE III—MATS, COSTUMES AND EQUIPMENT

Mats

SECTION 1. The wrestling area of the mat shall not be less than 24 feet by 24 feet. There shall be a mat area at least 5 feet in width which extends entirely around the wrestling area. The entire mat area shall be the same thickness which shall be not more than 4 inches nor less than 2 inches.



RECOMMENDED MAT SIZE

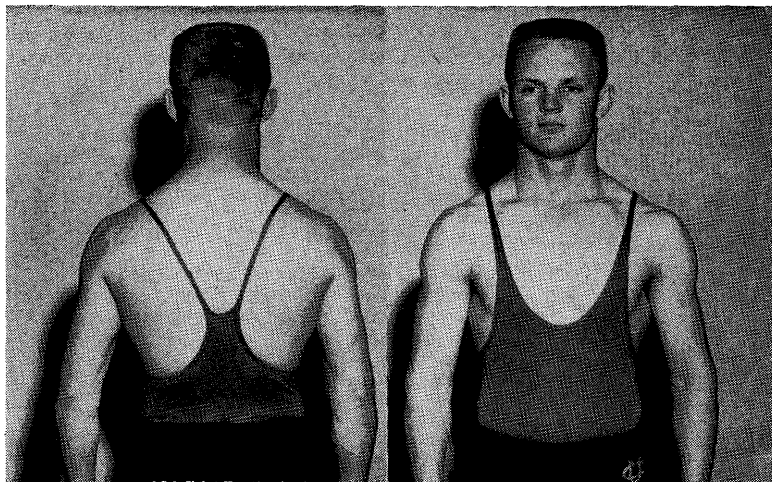
All lines are 2" wide.

It is recommended that a moleskin, canton flannel, rubber, or plastic mat cover be provided sufficiently large to cover the mat proper and all supplementary mats. This cover should be stretched tightly and be held in place by ropes, or tape fastening the mat cover to the under side of the supplementary mats, or by lacing the cover underneath the mats. The wrestling area should be marked on the mat cover by painted lines two inches in width. At the center of the mat proper there shall be similarly painted a circle ten feet in diameter. Whenever the match is started or resumed, the contestants shall be within this circle and throughout the match contestants are expected to wrestle within this circle so far as possible. There shall be placed at the center of the cover a design, at least twelve inches long, placed perpendicular to and pointing away from the timer's table. This design designates the place where matches are to start and the direction wrestlers are to face when starting the wrestling from the referee's position on the mat.

Costume

SECTION 2. The costume shall consist of:

- a. Full length tights and close fitting outside short trunks.
- b. Light heelless gymnasium shoes reaching above the ankle and laced by means of eyelets.
- c. Shirts, if required by the home management. The shirt shall be sleeveless without fasteners at the shoulder and fastened down at the crotch. They shall not be cut away in excess of the shirt illustrated in Figures 1 and 2 (picture of legal shirt, back and front view). The visiting team must be notified in sufficient time to be able to comply with the home team's request.



Nos. 1 and 2—FRONT AND REAR VIEW OF SHIRT

This shows the front and rear view of the official shirt.

d. It happens occasionally that two contestants look so much alike and are dressed so similarly that it is very difficult for the Referee and spectators to distinguish them. In all dual meets or tournaments, the home management shall have immediately available some provisions for clearly identifying the contestants. Such provisions may be by means of colored anklets, numbers or any other plan which will accomplish the purpose.

Headgears SECTION 3. The Wrestling Rules Committee strongly recommends that protective headgear be used in all practice and competition.

Special Equipment SECTION 4. Any mechanical device which does not allow normal movement of the joints and prevents one's opponent from applying normal holds shall be barred. Any legal device which is hard and abrasive must be covered and padded.

Enforcement SECTION 5. The legality of all equipment (mats, costumes, helmets, devices, etc.) shall rest with the official of the meet.

RULE IV—WEIGHT CLASSIFICATIONS

SECTION 1. Competition shall be divided into eight weight classes as follows:

123 lbs.	157 lbs.
130 lbs.	167 lbs.
137 lbs.	177 lbs.
147 lbs.	Unlimited

The 115-lb. and/or 191-lb. classes may be officially included in the weight

classification provided either or both are adopted by individual conferences. Interconference meets shall be contested in the original (8) weights.

For the National Collegiate Wrestling Championships the 115 and 191-lb. classes will be included. These weights will count in the scoring of the team championship.

RULE V—WEIGHING-IN AND DESIGNATION OF CONTESTANTS

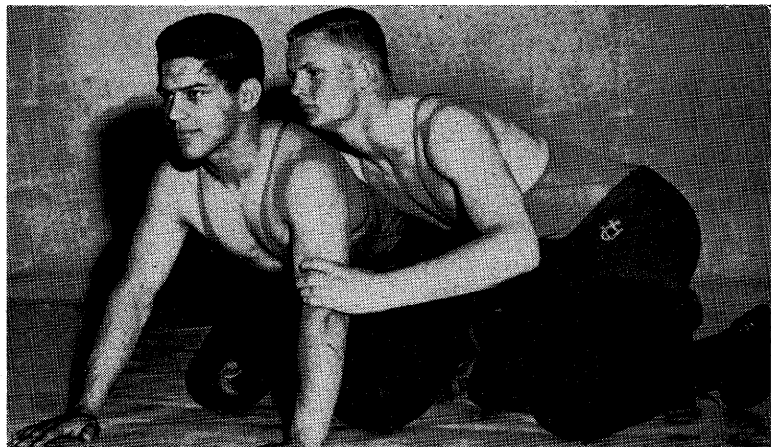
Time

SECTION 1. *a. Tournaments.* Each day of the tournament contestants will weigh-in a maximum of five hours and a minimum of four hours before the meet is scheduled to begin.

b. The contestant who is to represent his institution must be named before the drawings are made.

c. Dual Meets. Contestants may weigh-in a maximum of five hours and a minimum of one-half hour before the meet is scheduled to begin. The exact maximum time shall be decided by mutual agreement of the competing teams. The home team's representative shall be sent onto the mat first, and he cannot be withdrawn or replaced.

d. Supervision. The Referee or other authorized person shall supervise the weighing-in of contestants.



No. 3—LEGAL "REFEREE'S POSITION ON MAT"

This position is shown as required in Rule 8, Section 1, a and b. Note particularly that offensive wrestler's leg is outside of defensive wrestler's leg.

e. Teams may weigh-in on home scales by mutual agreement of coaches and shall furnish the weight list with actual weights listed.

Weight

Allowance

SECTION 2. *a. Dual Meets.* In all dual meets, net weights shall be required. No overweight is permitted nor should it be requested.

b. Tournaments. In tournaments one pound allowance shall be allowed after the first day.

**Failure to
Make Weight**

SECTION 3. Any contestant failing to make weight at the minimum time shall be rejected.

**Medical
Examinations**

SECTION 4. At the time of the weighing-in on the opening day of the annual National Collegiate Championships, a physician or physicians shall be present to examine all contestants for communicable diseases and shall disqualify any contestant who, in their judgment, will endanger other participants. In other meets it is recommended that a medical examination of all contestants be made at the time of the weighing-in, and the presence of a communicable disease or any other condition, which in the opinion of the examining physician makes the participation of that individual inadvisable, should be considered full and sufficient reason for disqualification.

SECTION 5. No substitution is allowed in dual meets or tournaments for injured contestants.

SECTION 6. Defeat due to injury in a tournament does not eliminate a man for third place competition.

RULE VI—CONDUCT OF TOURNAMENTS**Places Scored**

SECTION 1. In all tournaments four places shall be awarded as follows: The loser in the final first place match shall automatically take second place; the winner of the final consolation match shall be awarded third place and the loser fourth place.

Drawings

SECTION 2. Immediately after the expiration of the minimum weighing-in time, drawings shall be made. Drawings shall be made in accordance with the graphic illustrations as provided in Sections 5, 6 and 7 of this rule.

Seeding

SECTION 3. Whenever there are two outstanding contestants in any class, the name of one of these contestants shall be placed in the upper half of the drawing bracket and the name of the other in the lower half. In case several seeded men are of equal ability, their seeded positions shall be determined by drawing.

If there is one outstanding wrestler in any class and also two others who are distinctly superior to the remainder in that class, those wrestlers should be seeded in different quarter brackets of the opposite half bracket from the outstanding wrestler. A seeded contestant shall have the same opportunity to draw for the bye as other contestants in his brackets.

In the annual National Collegiate Championships, whenever possible, contestants from the same geographical location or conference who have previously met during the season shall be drawn so as to prevent them from meeting in the first round.

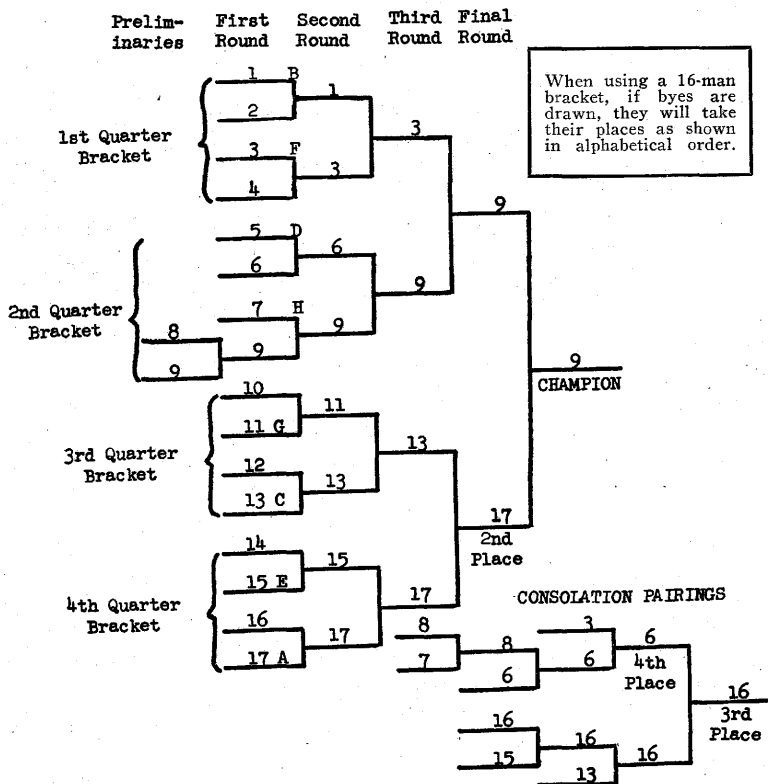
Byes

SECTION 4. When the number of competitors is not a power of two (that is, 4, 8, 16, 32, 64) there shall be "byes" in the first round. The number of pairs which meet in the first round shall be equal to the difference between the number of competitors and the next lower power of two. There will be no byes after the first round and no further drawing is necessary for the first place or consolation rounds. The byes, if even in number, shall be equally divided between top and bottom. If the number

of byes be uneven, there shall be one more bye at the bottom than at the top, as shown in Section 5 of this rule.

Any conference or other tournament may be conducted under any bracketing that is agreed upon by the participating schools.

SECTION 5. Graphic Illustration of Drawings and Seeding.



Number 1 seeded man draws for possible positions 5, 6, 7, 8, 9, in 2nd Quarter Bracket.

Number 2 seeded man draws for possible positions 10, 11, 12, 13, in 3rd Quarter Bracket.

Number 3 seeded man draws for possible positions 14, 15, 16, 17, in 4th Quarter Bracket.

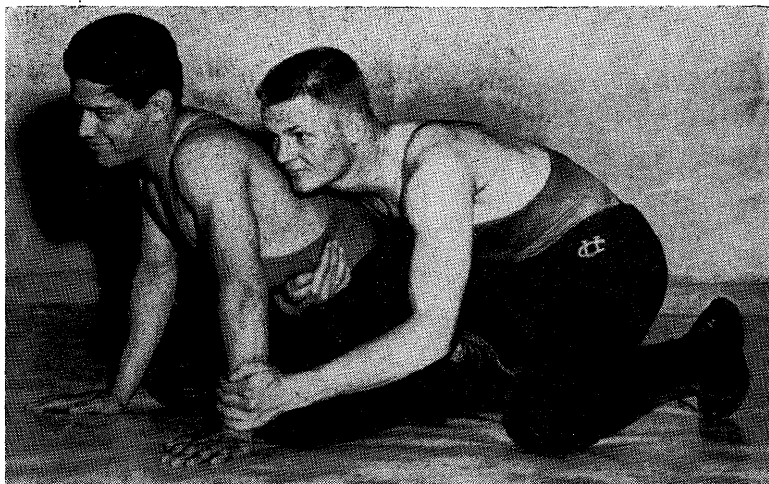
Number 4 seeded man draws for possible positions 1, 2, 3, 4, in 1st Quarter Bracket.

Number 5 seeded man draws for position in opposite half of Quarter Bracket #1.

Number 6 seeded man draws for position in opposite half of Quarter Bracket #4.

Number 7 seeded man draws for position in opposite half of Quarter Bracket #3.

Number 8 seeded man draws for position in opposite half of Quarter Bracket #2.



No. 4—ILLEGAL "REFEREE'S POSITION ON MAT"

This position is illegal because offensive wrestler's right knee is inside of defensive wrestler's left leg.

Contestants Eligible for Third Place Matches

SECTION 6. *a.* Immediately after completion of the first semi-final match in each weight the third place consolation rounds shall start between all contestants defeated by the winner of this semi-final match. (See *b* following.)

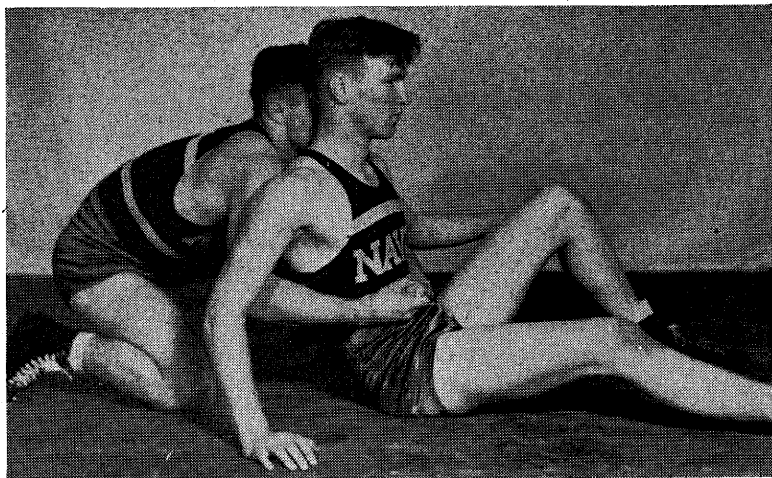
After completion of the second semi-final match in this same weight the same plan shall be followed as indicated in the preceding paragraph. The winners of the third place consolation rounds in each of the two half-brackets, in each weight class, meet in the final consolation match to determine the third and fourth place winner.

b. When only two contestants have been defeated by the winner of any semi-final match the two defeated contestants shall compete and the winner of the match shall meet the corresponding winner from the other half-bracket to decide the third and fourth place awards. When more than two contestants have been defeated by the winner of any semi-final match, preliminary third place matches will be necessary and *should be conducted in accordance with the original first round drawings*; therefore, those eligible for the third place consolations should be matched in the order in which they were defeated by the finalists in this half-bracket. The eligible contestants are designated in Section 6a of this Rule.

Example

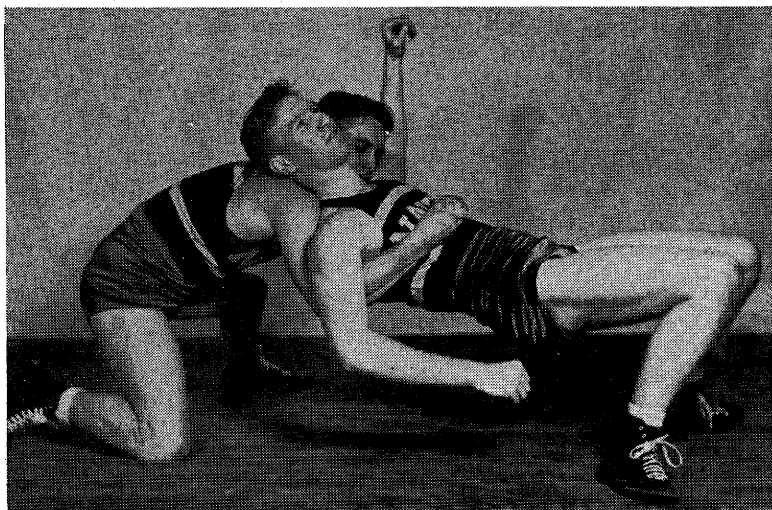
SECTION 7. Referring to the Graphic Illustration under Section 5, those eligible for the third place rounds in the upper half-bracket 8, 7, 6, 3, we will assume that 8 wins from 7 and then 6 wins from 8 and 6 defeats 3.

In the lower half-bracket three contestants 16, 15 and 13 have been defeated by the finalist 17 and therefore, only two matches are necessary. We



No. 5—ILLEGAL USE OF HANDS IN BODYLOCK

Offensive wrestler is not allowed to lock hands, wrists or arms around body while defensive wrestler is supported by parts other than his feet.



No. 6—LEGAL USE OF THE HANDS IN WAISTLOCK

This shows the legal use of the hands of the top man. The defensive contestant's weight is clearly on his feet, and his hands are off the mat.

will assume 16 defeats 15 and later defeats 13. He meets 6 in the final consolation match in this weight. The winner 16 is awarded third place and the loser 6 fourth place. All third place matches shall be run off prior to the first place finals matches.

SECTION 8. The Wrestling Rules Committee recommends that medals and team trophies be formally presented in a ceremony made as impressive as possible.

RULE VII—CONDUCT OF MATCHES

SECTION 1. All regular matches shall consist of three three-minute periods. The first period will start with both contestants standing opposite each other at the edge of the circle. The wrestlers will come forward, shake hands with the right hand, pass each other, turn to the left at the edge of the circle and, when the Referee blows his whistle, begin wrestling. **A fall during this or either subsequent period terminates the match.** If neither contestant secures a fall in this first period, the Referee shall recess the match and place the wrestlers in the Referee's position (Rule 8, Section 1) with the appropriate contestant in the position of advantage (Rule 7, Section 4). The second three-minute period shall be started immediately by the Referee's whistle. If no fall occurs during this second period, upon its expiration the Referee shall again recess the match, place the contestant who started the second period in the position of advantage underneath and start the third period as before. If no fall occurs during this final period, upon termination of the match the Referee shall award the contest as provided (Rule 9, Section 1).

Intermission

SECTION 2. Each recess between the periods of any match shall be only such time as is required by the Referee to bring the contestants into the proper position for the next period. No rest shall be permitted except for injury. (See Rule 12, Section 1.)

Consolation Matches

SECTION 3. Consolation matches shall consist of three two-minute periods conducted in the same manner as regular matches in tournaments.

Choice of Position

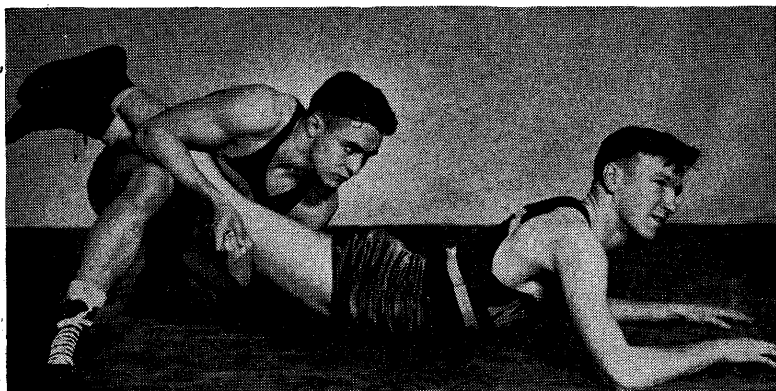
SECTION 4. a. Dual Meets. Immediately before the contest starts the Referee shall call the captains to the center of the mat and decide by the toss of a coin which team has the choice of position at the start of the second period in each weight class. The winner of a toss may choose the odd or even weight class. A choice of odd or even matches in dual meets is not altered in case of a fall, default or forfeit.

b. Tournament. Immediately following the end of the first period, the Referee shall determine which wrestler has the choice of position at the start of the second period, by the toss of a coin.

RULE VIII—DEFINITIONS

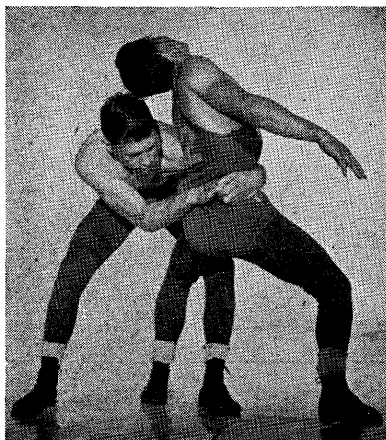
Referee's Position on the Mat

SECTION 1. a. Defensive Wrestler. A position in which the defensive wrestler is on his knees facing in the direction indicated by the arrow or design in the center of the mat. He must keep both knees on the mat and they shall not be spread



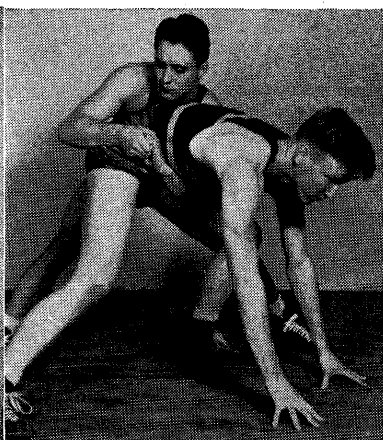
No. 7—ILLEGAL USE OF THE HANDS IN LEGLOCK ON MAT

The position is illegal because of Rule 10, Section 4, which forbids interlocking of fingers, hands or arms around body or legs while contestants are on mat.



No. 8—LEGAL USE OF HANDS IN BODYLOCK

This complete bodylock is legal because defensive wrestler is in a standing position. This hold would be illegal if defensive wrestler had both knees on mat. (See Rule 10, Section 1A.)



No. 9—ILLEGAL USE OF THE WAISTLOCK (MAN IS NOT CLEARLY UPON HIS FEET)

This is illegal if the man is coming up from the mat. This may be permitted momentarily when going from a standing position to the mat. Referees are to allow reaction time only.

more than the width of the shoulders. The legs must be parallel, with the toes neither turned out or under in an exaggerated position. The heels of both hands must be on the mat not less than 12 inches in front of the knees.

b. Offensive Wrestler. The offensive wrestler shall be on his knees at the side of his opponent with his head along the mid line of his opponent's back. The palm of his right (or left) hand shall be placed loosely against the defensive man's navel at the waist line and his left (or right) hand shall be placed loosely on opponent's left (or right) elbow. Both of his knees shall be on the mat outside of defensive wrestler's near leg. His knee shall not touch the near leg of his opponent and shall be even with or ahead of the defensive man's foot.

Time Advantage SECTION 2. The offensive wrestler who has control in an advantage position over his opponent is gaining time-advantage. Each wrestler has a Timekeeper assigned to record his accumulated time-advantage throughout the match. At the end of the match the Referee subtracts the lesser time advantage from the greater. If the contestant with the greater time-advantage has less than one minute of net time-advantage, no point is awarded. If he has one full minute or more of net time-advantage, he is awarded *one* point by the Referee. No contestant can be awarded more than *one* point for time-advantage in any one match. The contestant with the lesser time-advantage receives no points even though he accumulates several minutes of time in the advantage position.

Position of Advantage SECTION 3. A position in which a contestant is in control of his opponent. Control is the determining factor. The failure of the offensive wrestler to get his head out from the defensive wrestler's arm does not necessarily prevent the offensive wrestler from having control. The offensive wrestler is entitled to this advantage until such time as his opponent gains a neutral position or a reversal within the wrestling area. (See Rule 8, Sections 8, 9 and 10.)

Take Down SECTION 4. Whenever a contestant brings his opponent to the mat and gains control while the supporting points of either wrestler are within the wrestling area he has gained a take-down.

Note—The supporting points of either wrestler are the parts of the body touching the mat that bear the weight of the wrestler's body other than the parts with which he is holding his opponent. When down on the mat the usual points of support are the knees, the side of the thigh and the buttocks. In a standing position the feet are the main points of support.

Out-of-Bounds SECTION 5. Contestants are "out-of-bounds" when any supporting part of either wrestler touches or goes beyond the boundary line with the following exceptions:

a. When a take-down is being attempted, wrestling shall continue as long as the supporting points of either wrestler remain within the boundary lines of the wrestling area.

b. When a fall is imminent, wrestling shall continue as long as the head and both shoulders of the defensive wrestler are on the mat proper within the boundary lines.

c. When one wrestler has the advantage position and a hand or foot is touched out-of-bounds by either wrestler these shall be interpreted as not

being main supporting parts and the match shall continue as long as the main supporting parts of both wrestlers remain within the wrestling area. If, however, the Referee anticipates a difficult situation at the edge of the mat he may in accordance with Rule 13, Section 10, stop the match and resume the wrestling in the center of the mat.

Resumption of Wrestling After Out-of-Bounds

SECTION 6. The position to be assumed by the contestants at the resumption of a match shall be neutral or the Referee's position on the mat as determined by the position held upon going out-of-bounds, except when a penalty involves a change of position. If neither wrestler has control the match shall be resumed with both wrestlers standing facing each other within the circle. If one wrestler has the advantage position he will take the offensive position on top of his opponent in the Referee's position in the center of the mat.

Stalemate

SECTION 7. When the contestants are interlocked in a situation other than a pinning combination in which neither wrestler can improve his position, the Referee shall stop the match and wrestling shall be resumed as for out-of-bounds.

Neutral Position

SECTION 8. A position in which neither wrestler has control.

Escape

SECTION 9. An escape occurs when the defensive wrestler gains a neutral position on the mat or standing within the wrestling area.

Reversal

SECTION 10. A reversal occurs when the defensive contestant comes from underneath and gains control of his opponent either on the mat or in a rear standing position within the wrestling area.

Fall

SECTION 11. Any part of both shoulders or area of both scapula held in contact with the mat for two seconds constitutes a fall. The two-second count (one-thousand-and-one, one-thousand-and-two) shall be a silent count by the Referee and shall start only after the Referee is in such position that he knows positively that a fall is evident, after which the shoulders or scapula area must be held in continuous contact with the mat for two seconds before a fall shall be awarded.

a. A fall shall not be awarded when one or both shoulders or head of the defensive contestant are out-of-bounds. (See Rule 8, Section 5b.)

b. If the defensive wrestler is handicapped by having any portion of his body off the wrestling area, no fall shall be awarded and out-of-bounds shall be declared.

c. When the match is stopped for out-of-bounds in a fall situation, the match shall be resumed in the Referee's position on the mat. (See Rule 8, Sections 1 and 6.)

Near-Fall

SECTION 12. A near-fall is a situation in which the offensive wrestler *has control of his opponent in a pinning combination* with both shoulders or the scapula area held continuously within two inches (three finger widths) of the mat for two full seconds. When these provisions are complied with *two points* shall be awarded for a near-fall. In situations where the above provisions are complied with, and both shoulders or the scapula area are held in continuous contact with the mat for one full second, *three points* shall be awarded for the near-fall.

Predicament SECTION 13. A predicament is a situation in which the offensive wrestler has control of his opponent in a pinning combination and a fall or near-fall is imminent.

a. When both shoulders of the defensive wrestler are held in contact with the mat for too short a time to award a near-fall, a predicament shall be scored.

b. When both shoulders of the defensive wrestler are held continuously within approximately four inches off the mat, or less, but not sufficiently close to award a near-fall, for two full seconds or more, a predicament shall be scored.

c. When one shoulder of the defensive wrestler is touching the mat, and the other shoulder is held within an angle of 45 degrees or less with the mat, but not sufficiently close to award a near-fall, for two seconds or more, a predicament shall be scored.

Note 1—A near-fall or predicament is ended when the defensive wrestler gets out of the pinning position and into a position in which a fall is no longer imminent.

Note 2—Regardless of the length of time a defensive wrestler may be held in a pinning combination, no predicament or near-fall may be awarded except as provided in Rule 8, Sections 12 and 13 above.

Note 3—Only a wrestler with the advantage who has his opponent in a pinning hold may score a near-fall or predicament. Bridgebacks in body scissors or bridgeovers with a wristlock are not considered near-fall or predicament situations although a fall may be scored.

Note 4—When the defensive wrestler places himself in a precarious situation during an attempted escape or reversal, a near-fall or predicament shall not be scored unless the offensive wrestler has a pinning hold.

Decisions SECTION 14. If no fall has resulted after expiration of the three regular periods of any match as provided in Rule 7, Section 1, the Referee shall award the match to the contestant who has scored the greater number of points as provided by the point system in Rule 9, Section 2. If there is a tie in the number of points scored, the Referee shall declare the match a draw in dual meets. In tournament competition when there is a tie in points the Referee shall award the match to the contestant who has shown superior wrestling ability.

Note—It should be emphasized that in case of a tie in tournaments the Referee shall decide the winner on the basis of superior wrestling ability as shown throughout the entire match by the attempts to secure falls, take-downs, reversals, and escapes. Time advantage is not considered unless it is the result of superior wrestling (trying for a fall) rather than merely riding to maintain advantage.

Forfeit SECTION 15. A forfeit is received by a wrestler when his opponent for any reason fails to appear for the match.

Default SECTION 16. A default is awarded in a match when one of the wrestlers is unable to continue wrestling due to an injury, a disqualification or for some other cause.

RULE IX—SCORING

Team Score SECTION 1. a. *Dual Meet.*

(1) *Fall.* Five points shall be scored toward the team total for each contestant who wins by a fall, default or forfeit.

(2) *Decision.* The decision shall count three points on the team score.

(3) *Draw.* In case of a tie two points shall be scored for each team.

b. Tournaments. In tournaments, first place in each weight class shall count 7 points, second 5 points, third place 3 points and fourth place 1 point. One additional point will be scored for each match won by a fall, default or forfeit throughout the meet. In addition, 1 point shall be scored for each match won beyond an initial round which contains one or more byes. One point shall also be awarded for each bout won in the consolation third place eliminations and finals regardless of byes.

Note—In case of a forfeit the advancement point shall not be scored and only the one point for the forfeit is awarded.

Match Point Score System

SECTION 2. In all matches the contestants are awarded points by the Referee in accordance with the following system:

Take-Down (Rule 8, Sec. 4)	2 points
Escape (Rule 8, Sec. 9)	1 point
Reversal (Rule 8, Sec. 10)	2 points
* Near-Fall (Rule 8, Sec. 12)	2 or 3 points
* Predicament (Rule 8, Sec. 13)	1 point
Time Advantage (Rule 8, Sec. 2)	1 point for one full minute or more of net accumulated time in the advantage position. One point is the maximum to be awarded for the match.
Penalties (Rule 11, Penalty Chart)	

* The Referee must not signal for score for a near-fall or a predicament until the situation is ended. (See Rule 8, Sec. 13, Note 1.) Only one near-fall or one predicament shall be scored in each pinning situation regardless of the number of times the offensive wrestler places the defensive wrestler in a near-fall or predicament position during the situation.

SUMMARY OF SCORING

<i>Individual Match Points</i>	<i>Dual Meet Points</i>	<i>Tournament Points</i>
Take-Down .. 2 pts.	Fall	1st Place
Escape	5 pts.	7 pts.
Reversal .. 2 pts.	Forfeit	2nd Place
Near-Fall .. 2 or 3 pts.	5 pts.	5 pts.
Predicament 1 pt.	Default	3rd Place
Time Advantage 1 Pt.	5 pts.	3 pts.
(maximum for one or more minutes)	Decision	4th Place
	3 pts.	1 pt.
	Draw	Fall
	2 pts.	1 pt.
		Default
		1 pt.
		Forfeit
		1 pt.
		*Advancement .. 1 pt.

* See Rule 9, Sec. 1b

RULE X—INFRACTIONS

Illegal Holds SECTION 1. Any hold shall be allowed except the hammer lock above the right angle; the twisting hammer lock; front headlock; the straight head scissors (even though the arm is included); over-scissors; flying mare with the palm up; full (double) nelson; strangle holds; all body slams; toe holds; twisting knee lock; the bending, twisting or forcing of any limb beyond its normal limits of movement; or any hold used for punishment alone.

Note 1—Contestants may grasp all four fingers in an effort to break a hold, but pulling back the thumb, or one, two or three fingers is illegal.

Note 2—All slams are illegal. The term "slam" is interpreted as lifting and bringing an opponent to the mat with *unnecessary roughness*. This infraction may be committed by a contestant in either the top or bottom position on the mat as well as on a take-down. A contestant who lifts his opponent clear of the mat is responsible for the safe return of that opponent to the mat. A forceful trip is not interpreted as an illegal slam providing the defensive wrestler is not lifted completely off the mat.

Note 3—A leg hooked over the top toe of an opponent's straight body scissors is interpreted as an over-scissor and therefore illegal.

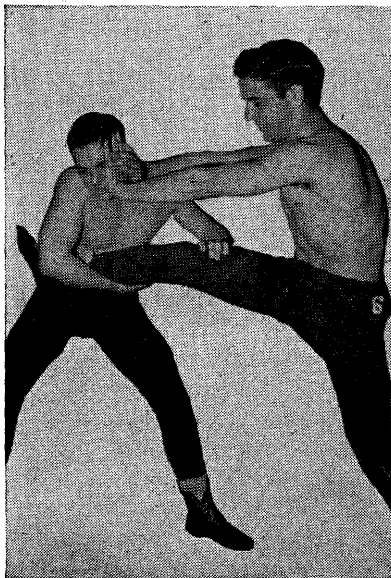
Note 4—A wrestler applying a legal hold should not be penalized when his opponent turns the legal hold into an illegal hold. The Referee shall cause the hold to be released if there is danger of injury. However, the match need not be stopped unless the Referee finds it necessary to do so in order to correct the situation.

Unnecessary Roughness

SECTION 2. Intentional striking, gouging, kicking, hair pulling, butting, elbowing or any intentional act that endangers life or limb shall be grounds for disqualification. (See Penalty Chart on Page 70.)

Foreign Substance on Skin

SECTION 3. The use of oil or greasy substances which cannot be completely removed shall be grounds for disqualification at the discretion of the Referee.



No. 10—LEGAL BLOCKING ON
FACE (ON CHIN)

Blocking on chin or forehead is legal but is not legal over face proper; that is, over mouth, nose or eyes.



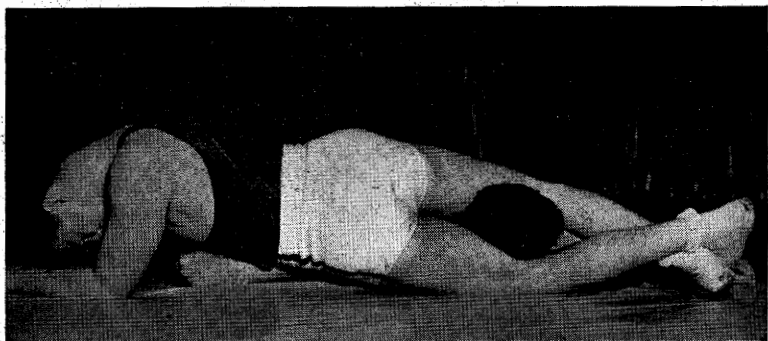
No. 11—ILLEGAL BLOCKING ON
FACE (ON FACE PROPER)

This form of blocking is illegal because it is over mouth, nose and eyes, in contrast to position in No. 10.



No. 12—ILLEGAL FACE HOLD

Shows a hold commonly used but which is contrary to both the letter and spirit of amateur wrestling rules. It is frequently used momentarily in order to prevent defensive wrestler from coming out from underneath or to bring defensive wrestler back into position for a fall. Referee should see that offensive wrestler does not secure unfair advantage by means of this illegal action.



No. 13—ILLEGAL HEAD-SCISSORS

This hold is illegal. All straight scissors on the head are illegal.

**Objectional Pads
and Braces**

SECTION 4. (See Rule 3, Section 4 and the Penalty Chart.)

**Abusive
Conduct**

SECTION 5. Conduct of a coach, contestant, or spectator that becomes abusive or interferes with the orderly progress of a match shall be grounds for removal from the premises. The home management shall be responsible for the removal of the violators at the request of the Referee.

**Potentially
Dangerous Holds**

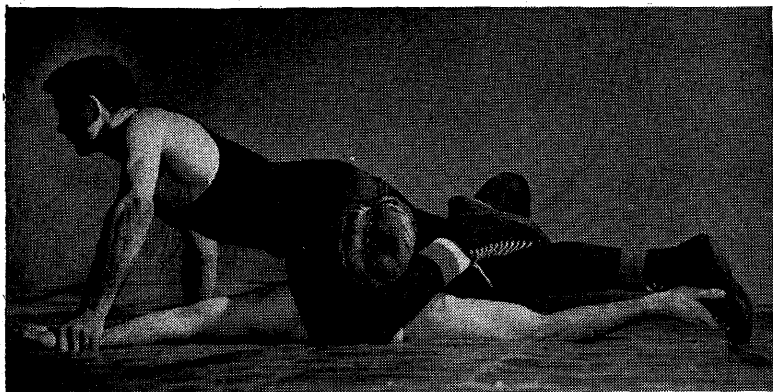
SECTION 6. The double wristlock, chicken wing, key lock, overhead double bar lock and other holds may cause injury when used legally, and are potentially dangerous holds. Contestants should know the dangers of these holds and the blocks for them. The Referee should anticipate danger of injury from these holds and be in position to block them before they reach the danger point. Furthermore, all Referees, coaches and contestants should understand that any and all holds used in such a way as to endanger life or limb are illegal and all Referees should verbally caution contestants against forcing a potentially dangerous hold into an illegal position. The double wristlock and chicken wing become illegal when forced into a twisting hammer lock position as in the case of applying the force parallel instead of perpendicular to the long axis of the body.

It should be understood that no contestant should ever be put in a position where he must forfeit a neutral position, a position of advantage or a fall because of an injury or danger to life or limb, and the Referee should promptly stop any and all holds which in his opinion may so result. If a legitimate hold is forced to such an extent as to endanger a contestant or if it becomes a punishing hold, the Referee shall stop the match and require the hold to be broken. The match shall be resumed in the neutral or Referee's position as determined by the position held at the time the match was stopped unless a penalty involves a change of position.

a. Any holds over the mouth, nose, eye or front of throat shall not be permitted. Pressure from the side of the hand, forearm or wrist is considered a hold and therefore barred when used on the mouth, nose, eyes or front of throat. Forcing such a hold shall be considered unnecessary roughness or illegal action, depending on the intent of the act as determined by the Referee.

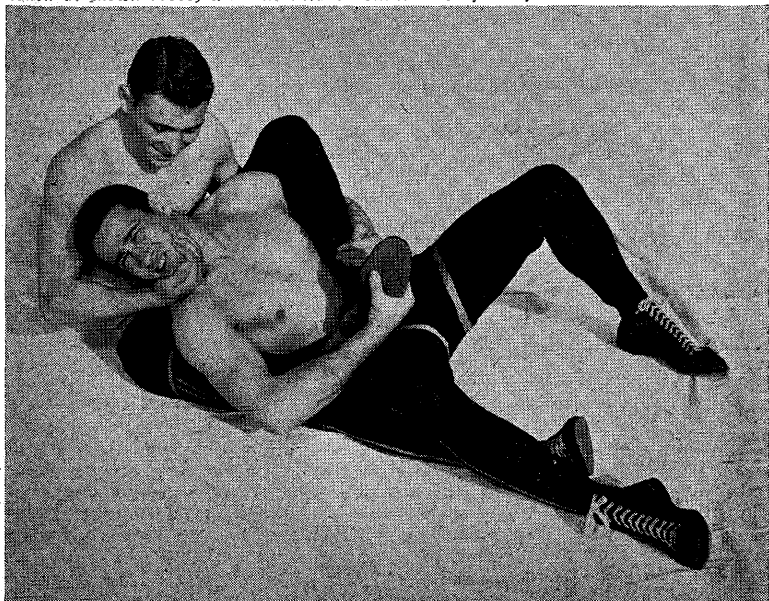
**Technical
Violations**SECTION 7. *a. Interlocking Hands.* Interlocking of fingers, hands or arms around the body or legs by the offensive contestant while on the mat is a technical violation. This has reference only to the wrestler in the position of advantage on the mat and does not apply when the defensive man has gained his feet or when the lock is used as a pin hold. Interlocking of fingers, hand or arms is permitted when the defensive man is standing. The mere touching of the defensive man's hands to the mat is not considered a change in this position unless the hands are used as supporting parts, in which case, the offensive contestant is allowed reaction time to release the lock. It is unsportsmanlike for the defensive contestant to touch his hands to the mat in order to release the offensive wrestler's lock and the Referee shall not call a violation if the lock is held in such cases.

Note—The Referee shall not call this violation when the defensive man is in the process of a reversal. The defensive man is allowed to complete the reversal provided he does so in one continuous maneuver. If the defensive man fails to complete the



No. 14—LEGAL HEAD-SCISSORS (FIGURE 4 HEAD-SCISSOR)

The straight head-scissor is illegal. The figure 4 Head-Scissor is considered legal when taken as shown above, with the hold on either side of the face.



No. 15—LEGAL FOOT (INSTEP) HOLD

The defensive wrestler is allowed to grasp instep, heel or ankle to break such holds as body-scissors, leg-ride, etc., provided the foot is not drawn up to the point where, in the opinion of the Referee, it endangers knee or hip-joint.

reversal after an opportunity to do so then the Referee will stop the match and award the penalty. (See Penalty Chart.)

b. Holding Legs. It is a technical violation for the wrestler in the advantage position on the mat to grasp the defensive wrestler's leg or legs with both hands or arms unless such action is designed to break his adversary down and go directly into a pinning combination, or to prevent an escape or reversal. Grasping and holding the leg or legs with both hands or arms merely to break the defensive wrestler down or to keep him under control is a violation under this Rule. This does not apply when the defensive wrestler has gained his feet or when the offensive wrestler is applying a pinning hold.

c. Leaving Mat Without Permission. It is a technical violation to leave the mat without first receiving permission to do so from the Referee.

d. Delaying Match. Delaying the match such as straggling back from out-of-bounds and unnecessary changing and adjusting equipment is a technical violation.

e. Intentional Forcing Opponent Off Mat. Intentional forcing opponent off the mat to prevent a take-down, reversal or an escape is a technical violation. If the contestant pushes his opponent off the mat to keep him from getting clear or from going behind, the Referee shall bring both men to their feet at the center of the mat if he believes this action has simply prevented the defensive wrestler from gaining a neutral position, but if he believes the defensive wrestler would have gone behind his opponent had the violation not occurred, he shall give the defensive wrestler the offensive position in the Referee's position on the mat. Points are awarded according to the position given.

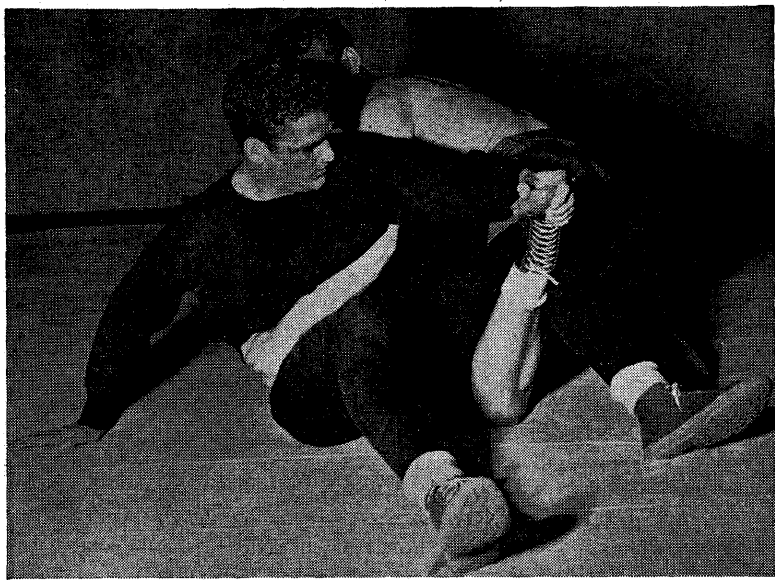
f. Intentional Going Off Mat. Intentionally going off the mat to prevent a take-down, reversal or escape is a technical violation. If in the opinion of the Referee, a contestant intentionally runs, slides, crawls or rolls off the mat to prevent his opponent from going behind him, the Referee shall immediately give his opponent the advantage in the referee's position on the mat. If the violation prevented an escape or reversal, the Referee shall immediately give his opponent the escape or reversal and award points according to the change of position.

g. Defensive Wrestler Intentionally Going Off Mat. It is a technical violation if the defensive wrestler intentionally walks, crawls, rolls or bridges off the mat. No penalty is provided if a near-fall or predicament is awarded during this violation.

Note—It is considered a violation if the contestant in a figure-four body scissors intentionally goes off the mat to get the hold released.

h. Stalling. It is the responsibility of both contestants to maintain action throughout the match by making an honest attempt to stay in the circle and wrestle aggressively whether in the top, bottom or neutral positions. Keeping at a distance to stave off an attack or using any tactic to delay or impede action is to be interpreted as stalling and will be penalized as a technical violation.

(1) *Neutral Position.* Each wrestler must make an honest attempt to stay in the circle and secure a take-down regardless of the time or score of the match. A contestant who continually avoids contact with his opponent by moving out of the circle is stalling. A contestant may leave the circle to maneuver for position provided he continues his attempt to gain an ad-



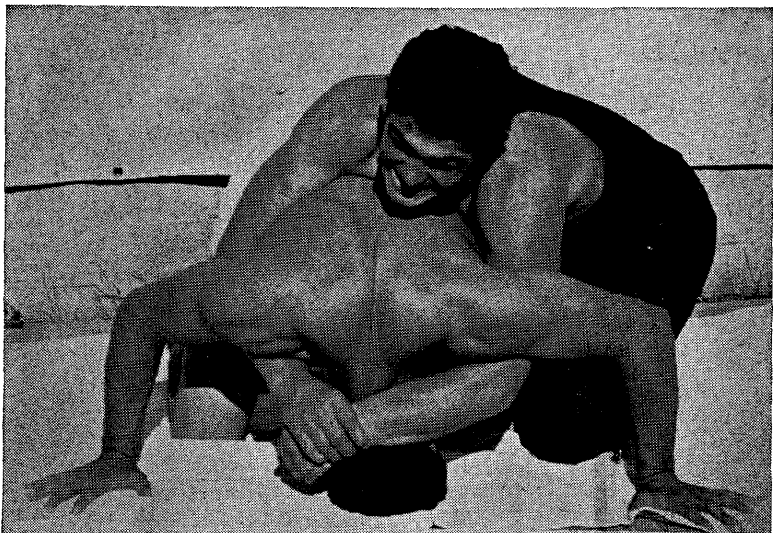
No. 16—ILLEGAL TOEhold (ALSO TWISTING KNEELOCK WHICH IS MORE DANGEROUS THAN TOEholds)

All toeholds, regardless of the degree to which the leg is twisted are illegal under these rules. Any pressure against the knee joint as shown by the above illustration constitutes an illegal hold.



No. 17—OVER-SCISSORS (AN ILLEGAL HOLD)

The over-scissors is barred entirely under these rules because it is only a punishing hold and is of no value unless defensive contestant who uses it is allowed to force the hold, which thereby endangers the ankle and knee of his opponent.



No. 18—FULL NELSON

This hold needs no explanation. Most of the difficulty has arisen when the three-quarter is confused with the full nelson. In the full nelson the aggressor places both arms under his opponent's arms and clasps his hands or wrists on the back of his opponent's head. This is dangerous and is barred.

vantage and makes an effort to work back into the circle. Taking a position near the edge of the mat for the purpose of going off the mat, or allowing his opponent to push him off when the opponent makes an effort to go behind, is stalling.

(2) *Advantage Position.* The contestant in the advantage position on the mat shall make an honest attempt to secure a fall. It shall be construed as stalling for a wrestler in an advantage position to merely maintain the advantage when he is not in a position to gain a fall and is making no effort to secure one. Repeatedly turning one's opponent loose even for the purpose of taking him down shall also be interpreted as stalling. A penalty point shall be awarded in addition to the escape point for the second and succeeding penalties for repeatedly turning one's opponent loose.

Note 1—A period of thirty seconds should be sufficient time for the Referee to decide whether or not a contestant retaining a stalling hold has made an attempt to improve his position toward securing a fall.

Note 2—Any legal hold is not to be construed as a stalling hold if in the opinion of the Referee the offensive wrestler has a fair chance to pin his opponent and is making a real effort to do so.

(3) *Defensive Position.* The contestant in the defensive position on the mat must make an honest attempt to escape or reverse his opponent. Lying on the stomach and refusing to wrestle is stalling in the defensive position and shall be penalized as a technical violation. Intentionally going off the mat is also a violation of the rules.

Penalty Chart

INFRACTIONS	POSITION OF OFFENDER	PENALTY FIRST	PENALTY SECOND	PENALTY THIRD	RULE 10 SECTIONS
ILLEGAL HOLD AND/OR UNNECESSARY ROUGHNESS (3 PENALTIES DISQUALIFY (See RULE 11, Sec. 3A)	Neutral	2 pts. N.C.	2 pts. T.D. Final Warning	Disqualify	1
	Advantage	2 pts. N.C.	2 pts. R. Final Warning	Disqualify	2
	Defensive	2 pts. N.C.	2 pts.	Disqualify	
ABUSIVE CONDUCT		WARNING	REMOVAL FROM PREMISES BY HOME MANAGEMENT		5
GRASPING CLOTHING, MAT OR MAT COVER		ANY ADVANTAGE SHALL BE NULLIFIED			7i
GREASY SUBSTANCE ON SKIN AND/OR OBJECTIONABLE PADS AND BRACES		DISQUALIFY IF IT CANNOT BE REMOVED			3
					4
TECHNICAL VIOLATIONS:					
Interlocking of hands around body, holding leg or legs with two hands or arms	Advantage	1 pt. N.	1 pt. N.	1 pt. N.	7a 7b
Leaving mat without permission or delaying match		Warning	1 pt. N.C.	1 pt. N.C.	7c 7d
Stalling (only one warning regardless of position. See RULE 11, Sec. 3B)	Neutral	(1 Warning only for match)	2 pts. T.D.	2 pts. T.D.	7h (1)
	Advantage		1 pt. N.	1 pt. N.	7h (2)
	Defensive		1 pt. N.C.	Disqualify	7h (3)
Turning opponent loose	Advantage	Warning	1 pt., plus escape pt.	1 pt., plus escape pt.	7h (2)
Intentional running, crawling or sliding off the mat; or pushing, pulling or carrying an opponent off mat to prevent a change in position	Neutral	2 pts. T.D.	2 pts. T.D.	2 pts. T.D.	7e
	Advantage	2 pts. R. or 1 pt. N.	2 pts. R. or 1 pt. N.	2 pts. R. or 1 pt. N.	7f
Intentional going off mat (not given if near-fall or predicament points are awarded)	Defensive	1 pt. N.C.	1 pt. N.C.	1 pt. N.C.	7g

Key: TD-takedown, R-reverse, N-neutral, NC-no change.
It is suggested that this chart be incorporated in your dual meet program.

i. Grasping Clothing, etc. No grasping of clothing, mat or mat cover by a contestant is permitted, and any advantage gained thereby shall be nullified by the Referee.

RULE XI—PENALTIES

SECTION 1. The infractions of the rules are penalized in accordance with the penalties as listed on the Penalty Chart. (Page 70.)

SECTION 2. In calling each penalty the Referee shall stop the match, give the hand signal for the points or warning (page 80) and announce the penalty so that the contestants, scorers, coaches and spectators are aware of it.

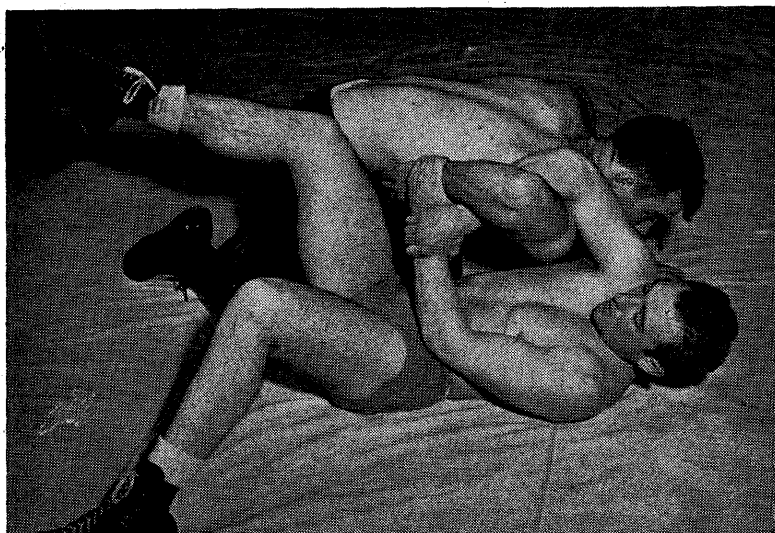
Sequence of Penalties

SECTION 3. *a. Illegal Holds or Unnecessary Roughness.* Each contestant has only one First Penalty, Second Penalty and Third Penalty for illegal action regardless of whether he is in the neutral, advantage or defensive position. He does not get two penalties from each position before disqualification. The penalties are cumulative regardless of position and the offender shall be disqualified on the third penalty when he has a series of three illegal infractions.



No. 19—ILLEGAL HAMMERLOCK (ABOVE RIGHT ANGLE)

The hammerlock is a legal hold, provided the arm is not bent above the right angle (i.e., provided that the arm is not carried above the small of the back); and provided, further, that the hand is not forced out away from the body, making it a twisting hammerlock. In this illustration the arm is carried distinctly above the right angle and is dangerous.



No. 20—LEGAL DOUBLE WRISTLOCK ON THE MAT

The double wristlock on the mat is legal if the direction of the force is perpendicular to the long axis of the body.

b. Penalty for Stalling. Each contestant has only one First Penalty warning for stalling regardless of whether he is in the neutral, advantage or defensive position. He does not get a warning in each position. The stalling penalties are cumulative throughout the match regardless of the position in which they occur and the second and third infractions shall be penalized as indicated on the Penalty Chart.

c. Third and Subsequent Penalties. Third and subsequent penalties for technical violations other than defensive stalling are the same as the second penalty in each case.

RULE XII—INJURIES AND DEFAULTS

SECTION 1. If a contestant is injured, the Referee shall allow a maximum time out of three minutes. There shall be no limit to the number of time-out periods which may be taken in any match, but the total time-out shall not exceed three minutes. If, at the expiration of the time-out, he is able to continue wrestling, the match shall be resumed as if the contestants had gone out-of-bounds. (See Rule 8, Section 9.)

If a contestant is rendered unconscious he shall not be permitted to continue the match without the approval of a physician. If the injured contestant is unable to continue wrestling the match shall be awarded in accordance with Sections 2 and 3 of this Rule.

Accidental Injury

SECTION 2. If a contestant is accidentally injured and is unable to continue the match, his opponent shall be

awarded the match by fall. (See Rule 10, Section 2 and the Penalty Chart for "Unnecessary Roughness.")

**Injury from
Illegal Hold**

SECTION 3. If a contestant is so injured by an illegal hold that he is unable to continue, the match shall be forfeited to the injured contestant and shall be scored as a fall. In case of an intentional attempt to injure an opponent, the offender shall be disqualified. (See Rule 10, Section 2 and Penalty Chart for "Unnecessary Roughness.")

If a contestant fails to compete in a round he shall be disqualified for the remainder of the tournament.

In other cases of disqualification, the loser may continue in the consolation rounds if eligible.

**Attendants During
Time-Out**

SECTION 4. No more than two attendants and a physician shall be permitted on the mat with a wrestler during time-out.

RULE XIII—OFFICIALS

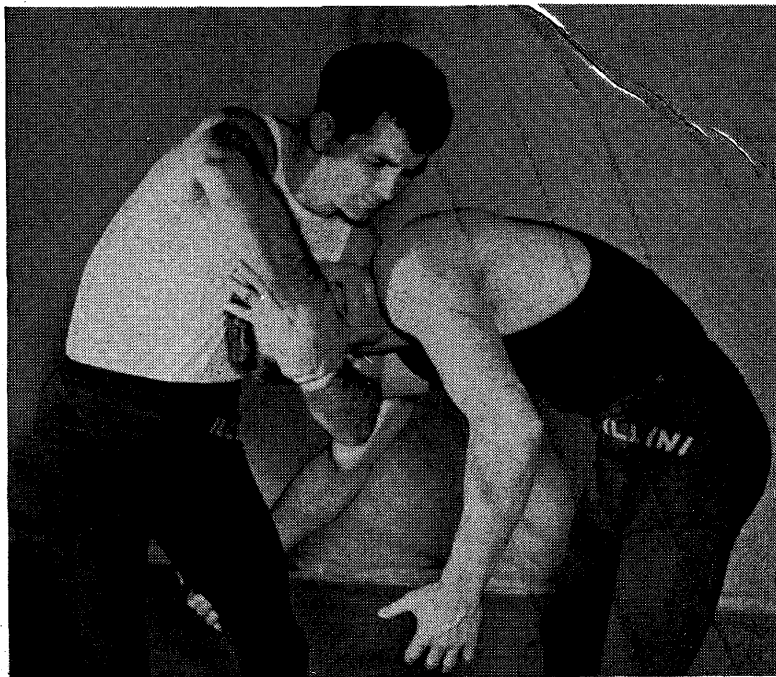
**Referee's
Duties**

SECTION 1. The Referee shall have full control of the meet and his decisions shall be final and without appeal on matters of judgment. On matters of a technical nature, the current NCAA Rules shall be the final authority.



No. 21—ILLEGAL DOUBLE WRISTLOCK ON THE MAT

This cut shows double wristlock turned into a typical twisting hammerlock that will injure opponent's shoulder if the arms are forced upward, unless opponent turns with the pressure, which often he is unable to do promptly enough to prevent injury to the shoulder.



No. 22—ILLEGAL FRONT HEAD LOCK

This cut shows how the front head lock is used to counter a leg pickup. This hold is dangerous and is illegal. Leverage as applied on the neck is illegal.

SECTION 2. Before the contestants come to the mat the Referee shall:

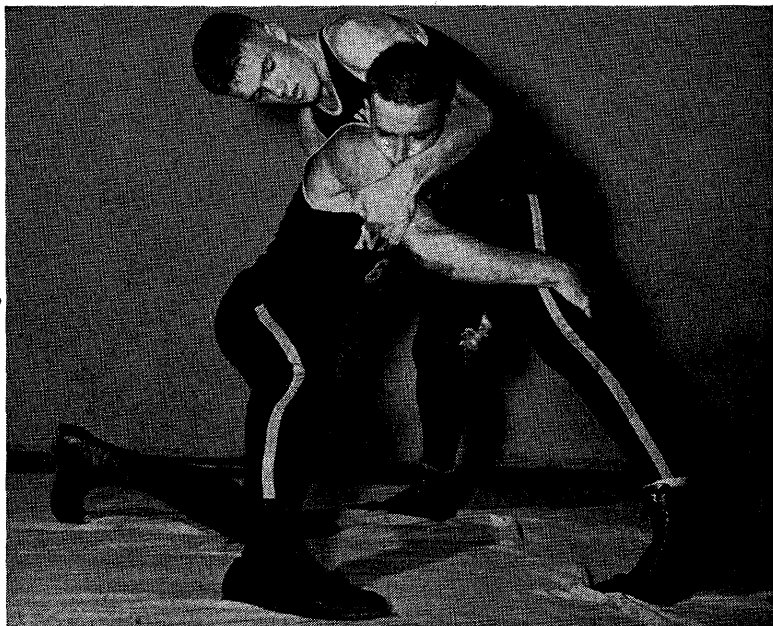
- a. Inspect contestants for presence of oils or greasy substances, rosin, objectionable pads, improper clothing, finger rings, long finger nails, etc.
- b. Clarify the rules with coaches and contestants.
- c. Advise contestants to report to edge of the circle at the center of the mat opposite each other ready to wrestle.
- d. The Referee is responsible for the proper seating of timekeepers and scorers at the officials table as follows:

Home Team Assistant Timekeeper	Visiting Team Assistant Timekeeper	Head Timekeeper	Visiting Team Scorer	Home Team Scorer
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SECTION 3. Instruct the head timekeeper that he is:

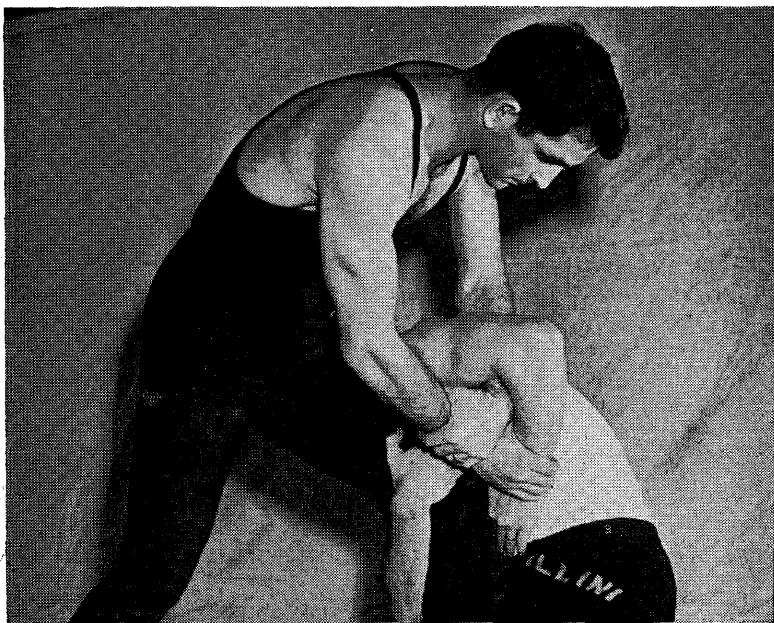
- a.* In charge of assistant timekeepers, and scorers, and should be constantly checking their activities at all times.
- b.* Responsible for keeping the over-all time of the match.
- c.* Responsible for recording accumulated time-outs for injury.
- d.* Responsible for recording which contestant has the position of advantage at the start of the second period.
- e.* Responsible for informing the Referee, only after an imminent situation has passed, whenever there is disagreement by the official scorers and/or timekeepers.
- f.* Responsible for assisting the Referee in determining whether a situation occurred before or after the termination of a period.
- g.* Responsible for calling the minutes to the Referee, contestants, and spectators in each match. The last minute shall be reported at fifteen second intervals.

Note—The Home Institution shall provide each timekeeper with an accumulative time clock for recording the time during the match. The head timekeeper shall be provided with two extra accumulative time clocks for recording time out in case of injury to the contestants. The head timekeeper shall also be provided with a gong, horn, or bell.



No. 23—A LEGAL CROSS FACE

It is an effective and legal block for the double leg pickup by the opponent of No. 6.



No. 24—LEGAL DOUBLE WRISTLOCK FROM THE STANDING POSITION

This shows the start of a legal double wristlock from the standing position. Notice the position of the hands of the contestant that is standing.

SECTION 4. Instruct the assistant timekeepers that they are responsible for :

- a. Recording the accumulative time advantage of the contestants, to whom they have been assigned when indicated by the Referee.
- b. Constantly checking each other's time advantage recording.
- c. Constantly checking the head timekeeper's time recording.
- d. Showing the Referee the stop clock recording of the time advantage each contestant has accumulated at the end of the match.

SECTION 5. Instruct the scorers that they are responsible for :

- a. Recording points scored by both contestants when signaled by the referee.
- b. Constantly checking each other's score reading.
- c. Immediately advising the head timekeeper when they are in disagreement regarding the score.
- d. Keeping the score board operator continually advised of the official score during each match.
- e. Showing the Referee the scorecard at the end of each match.

SECTION 6. Before the dual meet starts call the team captain to the center of the mat for the toss of the coin to determine the choice of position at the start of the second period. (Rule 7, Section 4.)

SECTION 7. The Referee will use the Wrestling Officials Signals.

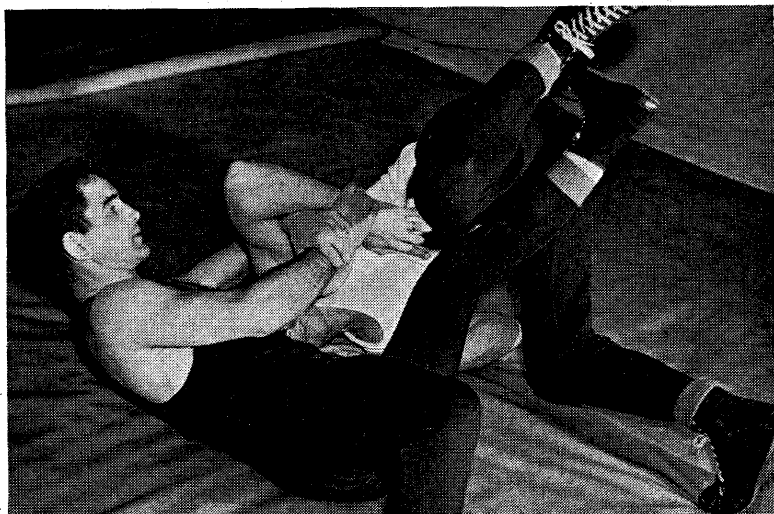
SECTION 8. The Referee shall notify the timekeepers as follows:

- a. When the match starts.
- b. When the match is stopped for any reason.
- c. When the match is resumed.
- d. When time advantage begins for a contestant.
- e. When time advantage stops for a contestant.
- f. Whenever time is involved in any situation occurring in the match.

SECTION 9. The Referee shall notify the scorer, when points are to be awarded to either contestant.

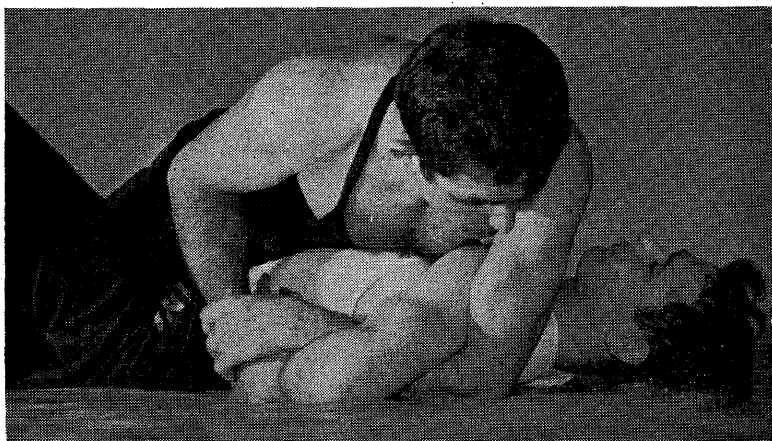
SECTION 10. The Referee should anticipate difficult positions on the edge of the mat and prevent them by stopping the match, and resume wrestling at the center of the mat, as in the case of an off-mat decision.

SECTION 11. The Referee shall be firm in enforcing the letter and the spirit of the rules and penalize consistently any repeated infractions. He must enforce vigorously and promptly the penalties for stalling, etc., as provided in Rule 11. On each penalty the Referee shall stop the match and award the penalty in the prescribed manner. (See Signals for Referees.)



No. 25—STANDING DOUBLE WRISTLOCK

Notice position of each contestant's feet and hands.



No. 26—DOUBLE WRISTLOCK SERIES FROM STANDING

Finish of a legal double wristlock from standing on the mat.

SECTION 12. The Referee shall caution the user of a potentially dangerous or illegal hold in order to prevent possible injury. Such holds should be stopped by the Referee, if possible, before the hold reaches the dangerous stage.

SECTION 13. The Referee is instructed *not* to put his hand "under the shoulders" of a contestant unless *absolutely necessary* to determine a fall.

SECTION 14. The Referee should meet promptly, in a spirit of good sportsmanship, any situation developing unexpectedly.

SECTION 15. If the conduct of a coach, contestant, or a spectator interferes with the orderly progress of the match, the home management shall be responsible, at the request of the Referee, for the removal of the offender from the premises.

SECTION 16. At the end of each match the Referee shall order the contestants to shake hands and return to their respective corners on the mat. He shall then check the timekeeper and scorers records to decide the winner. He shall call the two contestants together, have them shake hands and raise the right hand of the winner. If the match is a draw the Referee will raise the right hand of both contestants.

Note 1—If in the opinion of the Referee there is an error in the recordings of the timekeepers and/or scorers, the Referee shall correct the error and render his decision accordingly.

Note 2—In championship matches two of the Referees shall act as judges and their vote together with the vote of the Referee shall determine the winner when the point scores are even.

Note 3—In tournaments when two officials are taking turns working on the same mat, one may act as a consultant in case of a tie match.

RULE XIV—NOTIFICATION AND AGREEMENT OF MEETS

Equal Rights for Visiting Teams SECTION 1. All modifications of rules of competition, "ground rules," etc., proposed by the home manager, must be submitted to the manager of the visiting team, or teams, a sufficient length of time before date of meet for agreement to be reached on same, and no such action is binding unless approved by the visiting team or teams.

SECTION 2. In dual meets the selection of a Referee and the maximum weighing-in time shall be mutually agreed upon at least ten days prior to date of meet.

Note—In case the Coaches concerned are unable to agree on a shorter maximum weighing-in time than the five hours specified as the maximum in these rules, it is understood that the maximum amount of time as specified in the rules shall hold.

SECTION 3. The home management shall notify visiting teams at least ten days prior to date of meet the exact time and place of match.

* * *

NCAA Wrestling Rules Committee

HENRY A. STONE, <i>Chairman</i>	University of California
FENDLEY A. COLLINS	Michigan State College
PORT G. ROBERTSON	University of Oklahoma
RAYMOND E. SPARKS	Springfield College
EVERETT D. LANTZ	University of Wyoming
PAUL K. SCOTT, <i>Secretary</i>	Davidson College
CARLOS HENRIQUEZ	New York University
HAL D. KESTER, NFSHSAA	West High School, Cleveland, O.

Wrestling Officials' Signals

RULE 15

THE USE OF THE WHISTLE.

The majority of the officials wind the string attached to the whistle around their hand and hold the whistle with the thumb and index finger. Others loop the string around the neck and carry the whistle in their mouth at all times.

TIMER'S TABLE

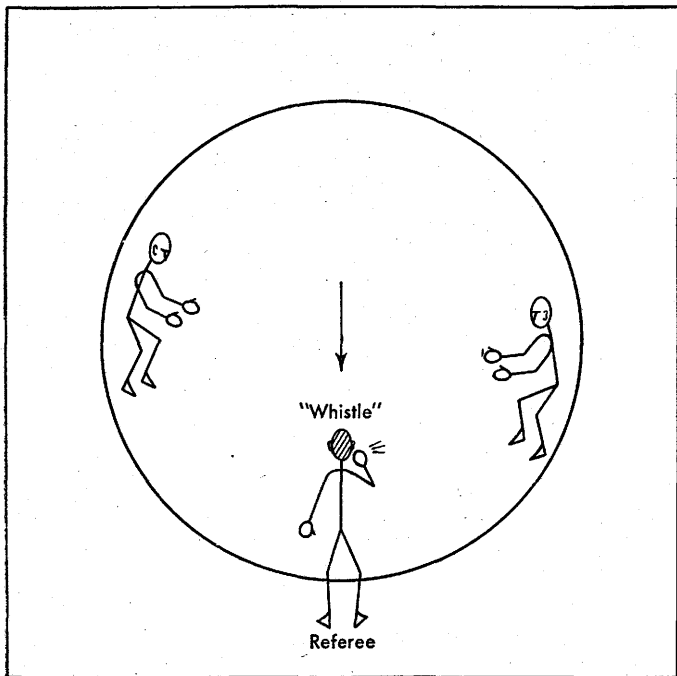


Fig. 1. STARTING OR RESUMING A MATCH STANDING.

A match shall be started by the Referee's whistle. Whenever the match is started or resumed with contestants in neutral position on their feet, the contestants shall be within the edge of the ten-foot circle. The Referee shall face the timer's table and blow the whistle.

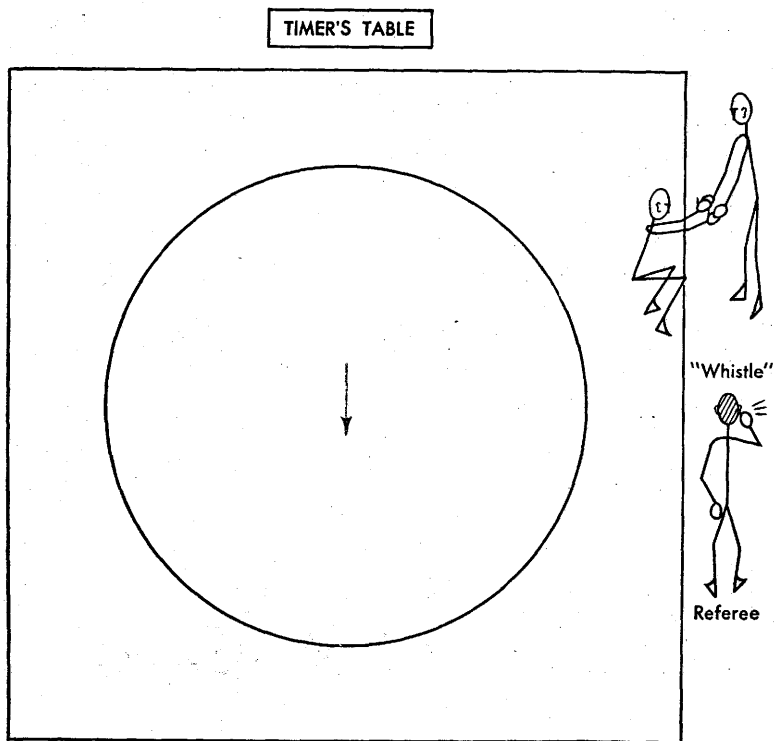


Fig. 2. STOPPING AND RESTARTING THE MATCH.

When contestants are "off the mat" the Referee shall stop the match by sounding the whistle, bring the contestants to the center of the mat and restart the match.

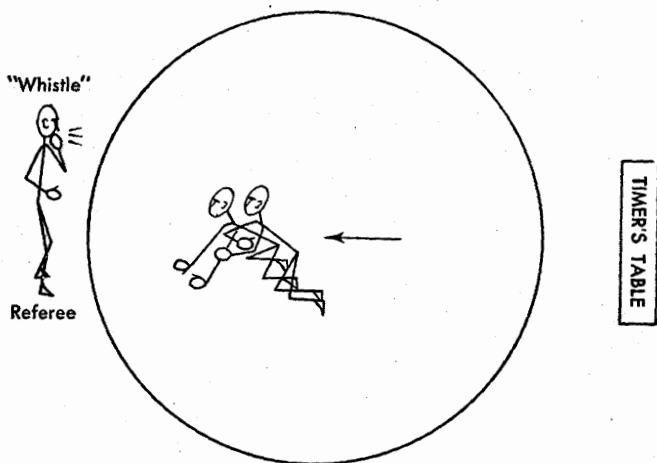


Fig. 3. BEGIN WRESTLING ON MAT.

The Referee should be eight to ten feet in front of wrestlers, facing timer's table. When the wrestlers are in the proper position the Referee blows the whistle.

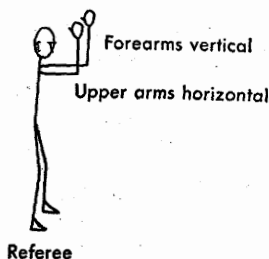


Fig. 4. NEUTRAL POSITION (STANDING).

Upper arms front, horizontal; both fore-arms vertical, hands extended.

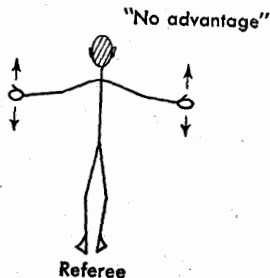


Fig. 5. NEUTRAL POSITION (NO ADVANTAGE).

On mat—Both arms extended sideward slightly below the horizontal, palms down; move hands back and forth and at the same instant verbally announce "No Advantage."

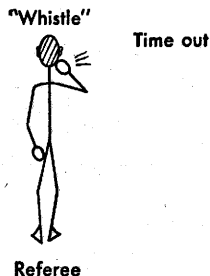


Fig. 6. "TIME OUT."

Blow whistle to stop wrestlers, then announce "Time Out." Next explain to timers the reason for taking time out.

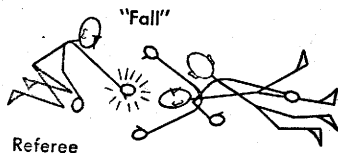


Fig. 7. FALL CALLED.

Quickly strike mat with palm of one hand and at the same instance verbally announce, "Fall." Do not slap wrestler on back. The Referee is not to put his hand under shoulders of a contestant unless absolutely necessary to determine a fall.

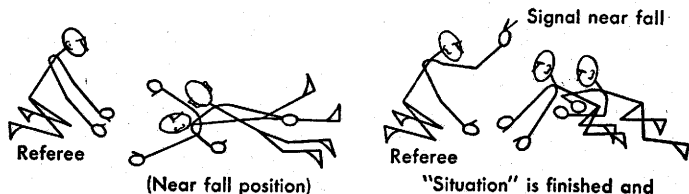


Fig. 8. DECLARING NEAR FALLS AND PREDICAMENTS.

After the "situation" is finished extend one arm vertically indicating with fingers the number of points awarded.

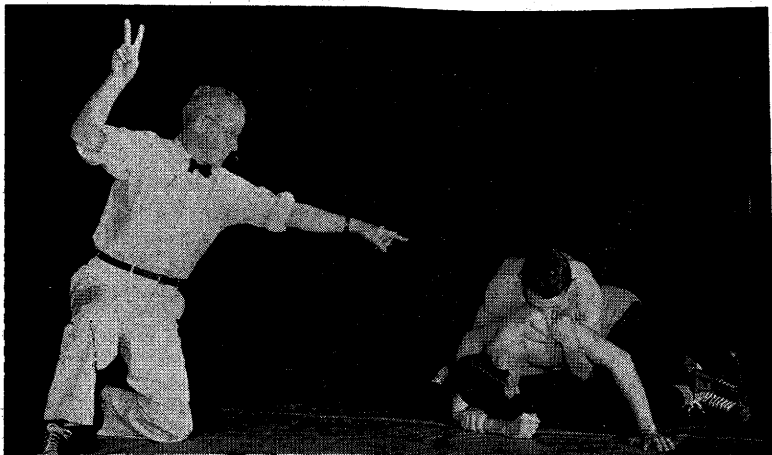


Fig. 9. POSITION OF ADVANTAGE.

One arm and index finger pointing to wrestler receiving advantage. At the same time verbally announce "Advantage" and name the institution which offense represents. Raise the opposite hand to or near vertical position indicating with fingers the number of points awarded.

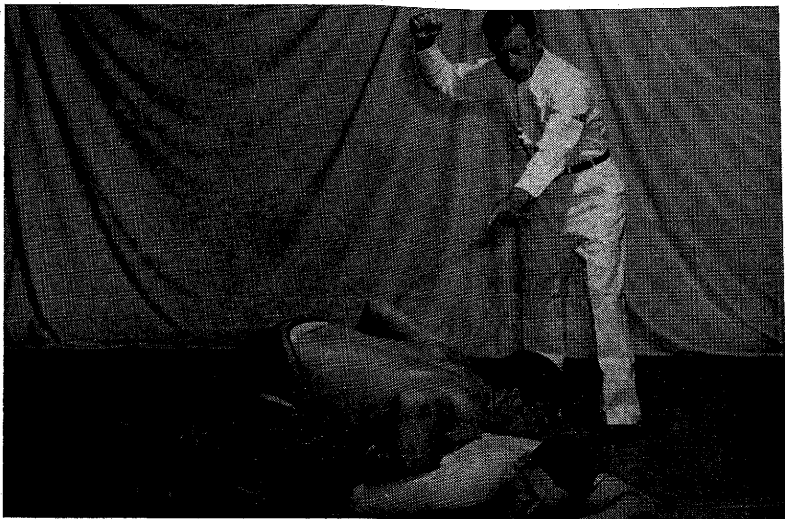


Fig. 10. WARNING FOR STALLING.

The right hand is raised and the fist doubled with the index finger of the left hand pointing toward the offender. The referee shall notify the offended contestant verbally at the same time the signal is given.

High School Wrestling Rules

The NCAA Rules shall apply with the following exceptions:

1. **Eligibility.** Contestants shall be eligible under the rules of the High School Athletic Association of the State in which their school is located.

2. **Weight Classification.** Competition shall be divided into weight classes as follows:

103 lbs.	138 lbs.
112 lb.	145 lbs.
120 lbs.	154 lbs.
127 lbs.	165 lbs.
133 lbs.	Unlimited.

Beginning January 1st and continuing until February 1st, two additional pounds will be allowed in each weight class. Beginning February 1st and continuing for the remainder of the season, one additional pound shall be allowed in each weight class. This will make a net increase of three pounds beginning the 1st of February.

Additional weight classes may be officially included in the weight classification provided they are adopted by the individual state athletic associations. Interstate dual meets shall be contested in the original 10 weights.

3. Weighing In of Contestants.

A. **DUAL MEETS.** Contestants may weigh in a maximum of one hour and a minimum of one half-hour before time the meet is scheduled to begin. (By mutual consent of the competing schools the college regulations may be followed.)

B. **TOURNAMENTS.** Each day of the tournament, contestants may weigh in a maximum of five hours and a minimum of one hour before the meet is to begin, with one pound allowance to be given each day over the weight limit of the previous day as in college rules.

Note. Changes in weighing in time may be made by the individual state associations.

4. Length of Matches.

A. **DUAL MEETS.** These matches shall be six minutes in length divided into three periods of two minutes. No rest is allowed. These matches shall be conducted in the same manner as dual meets and first-place matches in tournaments under college rules. If a match results in a tie, it shall be decided in accordance with the last sentence of College Rule 9, Section 6A.

B. **TOURNAMENT.** These matches shall consist of three periods of two minutes each, conducted in the same manner as third-place matches under college rules. If a match results in a tie, it shall also be decided in accordance with the last sentence of College Rule 9, Section 6B.

C. No contestant shall be required to wrestle two matches in any tournament with less than a one (1) hour rest between such matches.

5. **Illegal Holds.** Illegal holds shall be the same as the holds barred in College Rule 10.

Penalties. See Penalty Chart.

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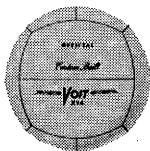
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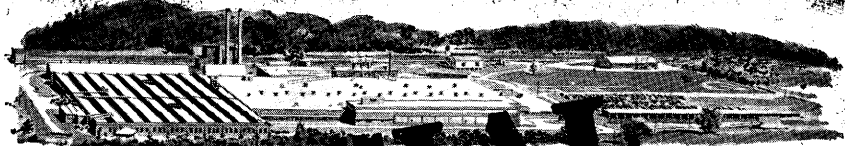
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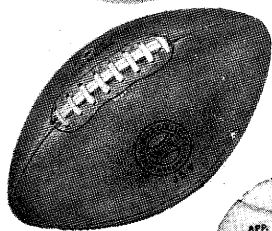
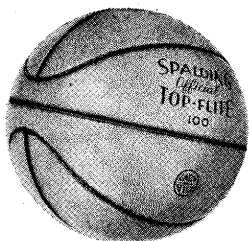
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