

OFFICIAL WRESTLING GUIDE

OFFICIAL

Intercollegiate and Interscholastic

1966

WRESTLING

RULES

1964-65 NCAA Wrestling Rules Committee

HAROLD J. NICHOLS, <i>Chairman</i>	Iowa State U.
J. BARRON BREMNER	Cornell College
ROBERT HARTMAN	Long Island A&T College
M. BRIGGS HUNT	UCLA
WALLACE JOHNSON	Minnesota
FRANK KAPRAL	U.S. Coast Guard Academy
EVERETT D. LANTZ	Wyoming
GERALD LEE MAN	Lehigh
GEORGE OLSON	Wheaton
CLAUDE REECK	Purdue
ARNOLD W. UMBACH	Auburn
*FINN B. ERIKSEN	Waterloo Public Schools, Ia.
*JOHN E. ROBERTS	Wisconsin Interscholastic AA

**Appointed to the Committee by the Executive Committee of the National Federation of State High School Athletic Assns.*

CHARLES W. PARKER, EDITOR

Major Rules Changes

The major changes that have been made in these 1966 rules are preceded by a star (★).

High School rules modifications to the collegiate rules are incorporated within the specific rules where a modification has been made. Where no high school modification exists in this rules book or with a specific High School State Association, then the collegiate rules govern competition.

Read the rules book. Don't guess.

Rule 3, Sec. 2a.—Shirts and full length tights are mandatory. (Page 6)

Rule 4, Sec. 1—Nine weight classes in regular collegiate dual meets. Three weights replace two, The 147 and 157 pounds dropped and the weight classes 145, 152 and 160 pounds are added.

Rule 7, Sec. 4—Overtime matches in collegiate tournaments changed to three one-minute periods with the first one starting on the feet. (No change in high school.)

Rule 8, Sec. 2—Time advantage changed to give one point for one full minute of time advantage and two points for two full minutes or more of time advantage. Maximum of two points per match.

Rule 8, Sec. 4—All takedowns now two points.

Rule 8, Sec. 17—Disqualification defined and included in scoring Rule 9.

Rule 10, Sec. 6, Note—Chicken wing defined.

Rule 10, Sec. 7b—Holding legs changed back to a technical violation with penalty one point.

Rule 10, Sec. 7h (2)—In advantage position fifteen seconds sufficient to determine stalling.

Rule 13, Sec. 1—Referees' attire changed as announced in 1965 rules.

Referees' Signals—Method of announcing winner and declaring a draw changed. Refer to pictures.



RULES COMMITTEEMEN: Left to right, front row—Arnold Umbach, Everett Lantz, Harold Nichols, Lt. Frank Kapral, Finn Eriksen; back row—Claude Reeck, John Roberts, George Olson, Robert Hartman, Wallace Johnson, Barron Bremner.

1965 - 66 Major Differences Between Scholastic And Collegiate Rules

1. Weigh-In For Dual Meets:

Interscholastic—One hour maximum, and one-half hour minimum before scheduled starting time of match.

Intercollegiate—Five hours maximum, and one-half hour minimum before scheduled starting time of match.

2. Weigh-In For Tournaments:

Interscholastic—Three hour maximum and one-half hour minimum.

Intercollegiate—Five hours maximum and one hour minimum. (NCAA Championships—first day maximum of 6 hours, 5-hour minimum, other days 5-hour maximum and 4-hour minimum.)

3. Weight Allowance:

Interscholastic—Two pounds additional in January and one pound in February. (Three pounds total.)

Intercollegiate—No weight allowance. (In tournaments one additional pound allowance each day of tournament.)

4. Length Of Bout:

Interscholastic—Three, 2-minute periods. (Tournaments—Overtime, two 1-minute periods.)

Intercollegiate—Three, 3-minute periods. (Tournaments—Overtime, three 1-minute periods. Consolations—three 2-minute periods.)

5. Guillotine With Hands Overlapped Or Interlocked Around Head:

Interscholastic—Illegal.

Intercollegiate—Legal.

6. Headlock:

Interscholastic—Illegal.

Intercollegiate—Legal.

7. Overhead Double Bar Arm With Arms Extended:

Interscholastic—Illegal.

Intercollegiate—Potentially dangerous.

8. Keylock:

Interscholastic—Illegal.

Intercollegiate—Potentially dangerous.

9. Sweatbox Or Similar Artificial Weight Reducing Device:

Interscholastic—Prohibited. (Wearing apparel permissible.)

Intercollegiate—Permissible.

10. Falls:

Interscholastic—Two seconds. (Note difference in Near-Fall.)

Intercollegiate—One second. (Note difference in Near-Fall.)

11. Defensive Man Standing Up While Offensive Wrestler Has Body Scissor (Including Cross Body Ride):

Interscholastic—Potentially dangerous—stop match.

Intercollegiate—To be called as illegal slam if defensive man initiates fall back or drill.

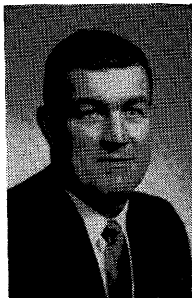
12. Weight Class Restriction:

Interscholastic—May wrestle one weight class above his actual weight.

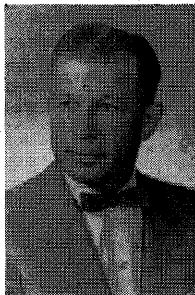
Intercollegiate—No restriction.

HIGH SCHOOL MEMBERS OF RULES COMMITTEE

The National Federation of State High School Athletic Associations' two representatives on the NCAA Wrestling Rules Committee are appointed by the National Federation's Executive Committee annually. That is, the appointees serve for one year periods. They are eligible to succeed themselves.

*John E. Roberts*

The National Federation appoints its Rules Committee Members from among those men who are particularly qualified and interested in interscholastic wrestling. It is desired to secure persons who have actively participated in the sport as contestants and officials. We attempt to secure representatives who are dedicated to the activity, so that they will make significant contributions to the Committee's work and, so that they will take part in interpretation meetings and research.

*Finn B. Eriksen*

Official NCAA Wrestling Rules

RULE 1—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 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-third 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, Midland Building, 1221 Baltimore, Kansas City, Mo. 64105. At least thirty (30) days should be allowed for the above procedure.

SECTION 4. Participation in NCAA Championship competition shall be governed by the NCAA National Collegiate Championship Events Handbook.

HIGH SCHOOL MODIFICATION

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

RULE 2—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 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. When the team registers at the National Championships the institutional representative shall indicate the entry in each weight class in so far as it is possible before the weighing-in.

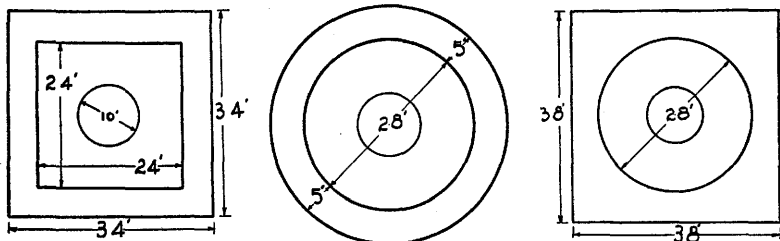
RULE 3—MATS, COSTUMES AND EQUIPMENT

Mats

SECTION 1. The wrestling area of the mat shall not be less than a square 24 feet by 24 feet or a circular area 28' in diameter. 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 not be more than 4 inches nor less than the thickness of a mat which has the shock absorbing qualities of a 2-inch thick hair felt mat.



It is recommended that a plastic mat cover be provided sufficiently large to cover the mat proper and all supplementary mats. This cover should 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 or mat 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 opposite each other on the 10-foot 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 or mat a design, at least twelve inches long.

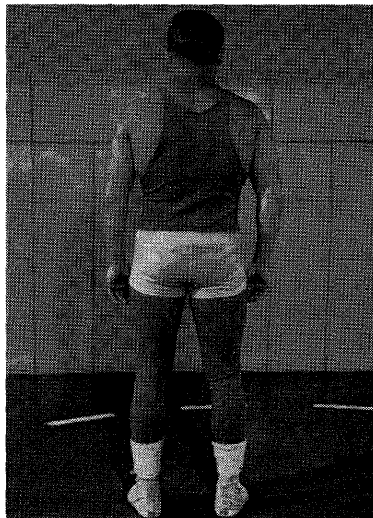
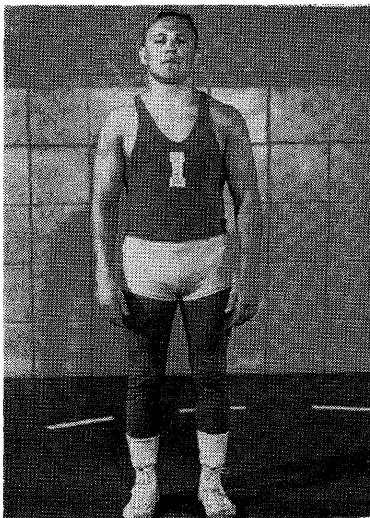


MINIMUM MAT SIZES

A circle with a diameter of 28 feet is a legal wrestling area providing there is a mat area at least 5 feet in width which extends around it.

Costume

SECTION 2. The costume shall consist of:
 a. Full length tights, close fitting outside short trunks, and sleeveless shirt without fasteners at the shoulder and fastened down at the crotch. Shirts shall not be cut away in excess of the shirt



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

This shows front and rear view of official shirt. Any shirt with more exposure is illegal.

illustrated in Figures 1 and 2 (picture of legal shirt, back and front view). The one piece uniform is illegal for interscholastic and intercollegiate competition.

b. Light heelless gymnasium shoes reaching above the ankle and laced by means of eyelets.

c. 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 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. Loose pads are prohibited.

Enforcement

SECTION 5. The legality of all equipment (mats, costumes, helmets, devices, pads, etc.) shall be decided by the referee.

for third place competition.

SECTION 8. A forfeit will eliminate a contestant from third place competition in tournaments.

SECTION 9. A disqualification may eliminate a contestant from third place competition in tournaments. (See note under penalty chart.)

SECTION 10. Any contestant who fails to check in or to make weight each day of a tournament is ineligible for further competition and cannot place in the tournament.

NOTE 1—*In case of unavoidable circumstances affecting weigh-in or schedule of matches, see Rule 13, Sec. 16.*

NOTE 2—*Contestants in the unlimited class must check-in at each weigh-in session of tournaments.*

RULE 6—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.

NOTE—*In the National Collegiate Championship tournament six places shall be awarded (see Rule 9, Sec. 2b(3)).*

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.

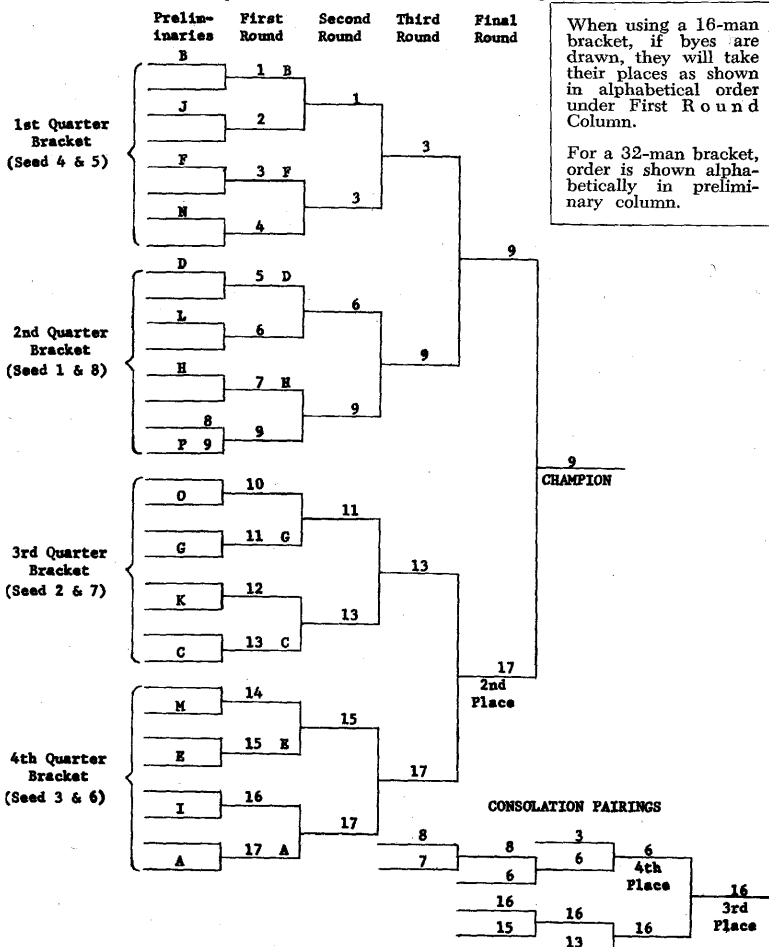
If there is one outstanding wrestler in any class and also two others who are distinctly superior to the remainder in that class, those wrestlers should be seeded in different quarter brackets of the opposite half bracket from the outstanding wrestler. A seeded contestant shall have the same opportunity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

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 byes will be equal to the difference between the number of competitors and the next power of two above. 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.

SECTION 5. **Graphic Illustration of Drawings and Seeding**



- No. 1 seeded man draws for possible positions 5, 6, 7, 8, 9, in Quarter Bracket #2.
- No. 2 seeded man draws for possible positions 10, 11, 12, 13, in Quarter Bracket #3.
- No. 3 seeded man draws for possible positions 14, 15, 16, 17, in Quarter Bracket #4.
- No. 4 seeded man draws for possible positions 1, 2, 3, 4, in 1st Quarter Bracket #1.
- No. 5 seeded man draws for position in opposite half of Quarter Bracket #1.
- No. 6 seeded man draws for position in opposite half of Quarter Bracket #4.
- No. 7 seeded man draws for position in opposite half of Quarter Bracket #3.
- No. 8 seeded man draws for position in opposite half of Quarter Bracket #2.

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 the finalists in this half-bracket. The eligible contestants are designated in Section 6*a* 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 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. No contestant shall wrestle two matches in any tournament with less than one (1) hour rest between such matches.

SECTION 9. The Rules Committee recommends that medals and team trophies be formally presented in a ceremony made as impressive as possible.

SECTION 10. Any conference or other tournament may be conducted under any bracketing that is agreed upon by participating schools.

RULE 7—CONDUCT OF MATCHES

Length 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 and on the 10-foot 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, Sec. 1) with the appropriate contestant in the position of advantage (Rule 7, Sec. 3). 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 the final period, upon termination of the match the Referee shall award the contest as provided in Rule 8, Sec. 14 and Rule 7, Sec. 4. The time in a match is continuous except when the Referee stops and starts a match.

HIGH SCHOOL MODIFICATION

The matches shall be six minutes in length divided into three periods of two minutes. No rest is allowed. The matches shall be conducted in the same manner as set forth above.

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, Sec. 1.)

Choice of Position

SECTION 3. *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 or disk.



Overtimes

SECTION 4. In tournament competition when there is a tie in points the contestants shall wrestle three extra periods of one minute each (consolation matches included) starting the first of these periods on the feet and conducting the entire overtime as in the regular match.

The choice of position shall be determined by the toss of a coin. There shall be one-minute rest between the regular match and the first overtime period and no rest between the first, second, and third overtime periods. The points and time advantage are not cumulative throughout the match and overtime periods, and only the points and time advantages scored in the overtime period shall be counted in determining the winner. A jury of two judges and the referee shall observe the overtime periods. When there is a tie in points at the end of the overtime periods the jury shall select the winner by ballot without any consultation and the match shall be awarded to the contestant who has shown superior wrestling ability in the overtime periods. The signed ballots of the jury shall be recorded on the score sheet. The criteria for determining superior wrestling ability are attempts to secure falls, takedowns, reversals, and escapes along with the maintenance of control.

NOTE—See Rule 11, Sec. 3.

Consolation Matches

SECTION 5. Consolation matches shall consist of three two-minute periods conducted in the same manner as regular matches in tournaments. Overtime periods in consolation matches shall consist of three one-minute periods.

HIGH SCHOOL MODIFICATION

1. Tournament matches will consist of three periods of two minutes each conducted as in 3b above. If the match ends in a tie the overtime shall consist of two one-minute periods.

2. *Overtimes in Tournaments.* Following the regular match one minute rest shall be given between the regular match and the first overtime period and no rest between the second and third overtime period. The periods will start from the referee's position as in the second and third period of the regular match. The choice of position will be determined by the toss of a coin. See Section 4 of this Rule for remainder of procedure.

Control of Mat Area

SECTION 6. All personnel other than actual participating contestants shall be restricted to an area reserved for such use. This area shall be well removed from the actual mat area and scoring table.

RULE 8—DEFINITIONS

Referee's Position on the Mat

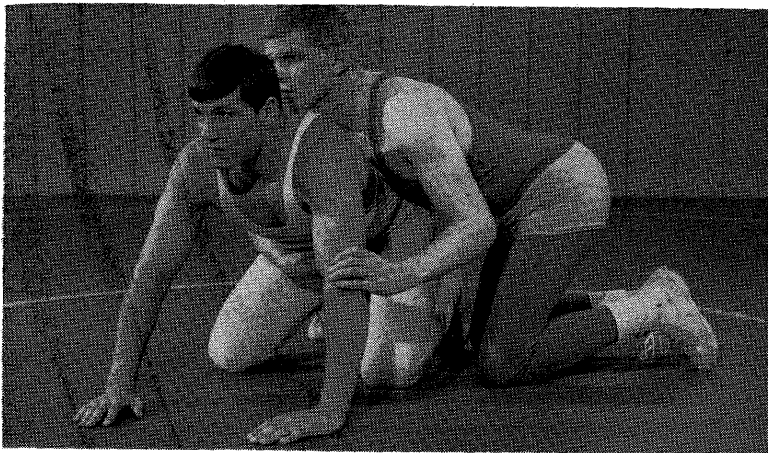
SECTION 1. *a. Defensive Wrestler.* A stationary position in which the defensive wrestler is on his knees facing away from the timers' table with his hands in the center of the mat. He must keep both knees on the mat and they shall not be spread more than the width of the shoulders. The legs must be 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; and the elbows shall not touch the mat. (See Illustration No. 3.)

b. Offensive Wrestler. The offensive wrestler shall be on his knees at the right or left side of his opponent with his head along the mid line of his opponent's back. The near arm (right or left) is placed loosely around the defensive wrestler's body perpendicular to the long axis of the body with the palm of the hand placed loosely against the defensive wrestler's navel at the waistline and the palm of his other hand (left or right) shall be placed loosely on the back of the opponent's near elbow. Both of his knees shall be on the mat outside of and not touching the defensive wrestler's near leg. (See Illustration No. 3.)



Time Advantage

SECTION 2. The offensive wrestler who has control in an advantage position over his opponent is gaining time-advantage. A timekeeper assigned to each wrestler records his accumulated time-advantage throughout the match or a multiple timer may be permitted to record the time-advantage. 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



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

This position is shown as required in Rule 3, Section 1, a and b. Note particularly that offensive wrestler's leg is outside of defensive wrestler's leg.

of net time-advantage, no point is awarded. If he has one full minute of net time-advantage, but less than two minutes he is awarded one point. If he has two full minutes or more, he is awarded two points. No contestant may be awarded more than two points 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.

NOTE—Control is a situation in which a contestant exercises and maintains restraining power over his opponent.

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. (See Rule 8, Secs. 5, 8, 9 and 10.)

★ Takedown

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 takedown. Two points are awarded for each takedown.

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 imminent, 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 the match shall continue as long as the main supporting parts of either wrestler remain within the wrestling area. 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 out-of-bounds situation.

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. If neither wrestler has control the match shall be resumed with both wrestlers opposite each other and on the 10-foot circle. If one wrestler has the advantage position he will take the offensive Referee's position in the center of the mat.

Stalemate

SECTION 7. When the contestants are interlocked in a position other than a pinning situation in which neither wrestler can improve his position nor tries to 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 while the supporting points of either wrestler are within the wrestling area.

Reversal

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

Fall

SECTION 11. Any part of both shoulders or area of both scapulas held in contact with the mat for one second constitutes a fall. The one-second count (one-thousand-and-one) 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 imminent, after which the shoulders or scapula area must be held in continuous contact with the mat for one second before a fall shall be awarded.

HIGH SCHOOL MODIFICATION

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.

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, Sec. 5b.)

NOTE—The head must touch the mat on or outside the boundary line to be considered out-of-bounds.

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, Secs. 1 and 6.)

Near-Fall

SECTION 12. A near-fall is a position in which the offensive wrestler has control of his opponent in a pinning situation with both shoulders or the scapula area held in contact with the mat for less than one full second (a silent count of one-thousand-and-) or when one shoulder of the defensive wrestler is touching the mat and the other shoulder is held within one inch or less of the mat for two full seconds. Three points shall be awarded for these situations.

HIGH SCHOOL MODIFICATION

A near-fall is a position in which the offensive wrestler has control of his opponent in a pinning situation with both shoulders or the scapula area held in contact with the mat for one full second or when one shoulder of the defensive wrestler is touching the mat and the other shoulder is held within one inch or less of the mat for two full seconds. Three points shall be awarded for these situations.

Predicament

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

a. When both shoulders of the defensive wrestler are held momentarily (stopped) within approximately four inches of the mat or less, a predicament shall be scored. Two points shall be awarded for a predicament. A continuous roll-through is not to be considered a predicament.

b. When one shoulder of the defensive wrestler is touching the mat, and the other shoulder is held at an angle of 45 degrees or less with the mat, but not sufficiently close to award a near-fall, for one second 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 situation and into a position in which a fall is no longer imminent.

The Referee must not signal the score for a near-fall or a predicament until the situation is ended. 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.

NOTE 2—Regardless of the length of time a defensive wrestler may be held in a pinning situation, 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 situation 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 control of his opponent in a pinning situation.

Decisions

SECTION 14. If no fall has resulted after expiration of the three regular periods of any match as provided in Rule 7, Sec. 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, Sec. 3. If there is a tie in the number of points scored, the Referee shall declare the match a draw in dual meets. (See Rule 7, Sec. 4 for tournaments.)

Forfeit

SECTION 15. A forfeit is received by a wrestler when his opponent for any reason fails to appear for the match. In order to receive a forfeit, a wrestler must be dressed and appear on the mat. (See Rule 5, Sec. 4.)

Default

SECTION 16. A default is awarded in a match when one of the wrestlers is unable to continue wrestling due to an injury.

**Disqualification**

SECTION 17. Disqualification is a situation in which a contestant is banned from further participation in accordance with the penalty chart.

RULE 9—SCORING

SECTION 1. All scoring must be kept in plain view of spectators, contestants, and coaches.

SECTION 2. Team Points.

a. Dual Meets.

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



NOTE—A team forfeit shall be scored five points for each weight class.

(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.

(1) *Places.* In tournaments, first place in each weight class shall count 10 points, second place 7 points, third place 4 points and fourth place 2 points. These points shall be awarded as soon as earned. At the conclusion of the championship semifinals, each winner shall receive seven points. At the conclusion of the championship finals, each winner shall receive three additional points, each loser no additional points. At the conclusion of the consolation semifinals, each winner shall receive two points. At the conclusion of the final third place matches, each winner shall receive two additional points, each loser no additional points. One additional point shall be scored for each match won by a fall, default or forfeit throughout the tournament.

(2) *Advancement Points.* In addition, one point shall be scored for each match won in both the championship and consolation eliminations except for the final first, third and fifth place matches. No points are awarded for a bye in any round.

(3) *National Collegiate Championships.* In the National Collegiate Championships six places shall be awarded. The defeated wrestlers in the consolation semi-finals shall wrestle off for the fifth and sixth places. The scoring shall be as follows: first place 10 points, second place 7 points, third place 5 points, fourth place 3 points, fifth place 2 points and sixth place 1 point.

**Match Point
Score System**

SECTION 3. In all matches the contestants are awarded points by the Referee in accordance with the following system:

- Takedown (by each wrestler) (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) 3 points
- Predicament (Rule 8, Sec. 13) 2 points
- Time Advantage (Rule 8, Sec. 2) 1 point for one full minute of net accumulated time in the advantage position. Two points for two full minutes or more of net accumulated time advantage. Two points is the maximum to be awarded for the match and these points shall be recorded on the final score.

Penalties (See Rule 11 and the Penalty Chart)

NOTE—Method of Recording Score for an Overtime Match.

Example: 3-3, 1-0 (OT)*
 3-3, 1-1, (UD,SD)**
 * OT—Overtime
 **UD—Unanimous Decision
 SD—Split Decision

SUMMARY OF SCORING

<i>Individual Match Points</i>	<i>Tournament Points</i>
Takedown 2 pts.	1st Place 10 pts.
Escape 1 pt.	2nd Place 7 pts.
Reversal 2 pts.	3rd Place 4 pts.
Predicament 2 pts.	4th Place 2 pts.
Near Fall 3 pts.	Fall 1 pt.
Time Advantage 1 pt.	Default 1 pt.
(for 1 full minute) or	Forfeit 1 pt.
Time Advantage 2 pts.	Disqualification 1 pt.
(Max. for 2 or more minutes)	Advancement 1 pt.
<i>Dual Meet Points</i>	
Fall 5 pts.	Disqualification 5 pts.
Forfeit 5 pts.	Decision 3 pts.
Default 5 pts.	Draw 2 pts.

RULE 10—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 the head or any limb beyond its normal limits of movement; locking the hands in a double arm bar from a neutral position; and any hold used for punishment alone. (See Illustrations Nos. 4 through 15.)

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.

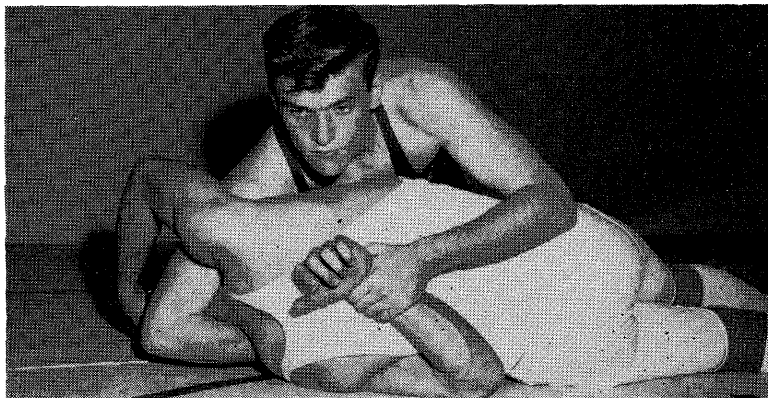
NOTE 2—The term "slam" is interpreted as lifting and bringing an opponent to the mat with unnecessary roughness. This infraction may be committed by a contestant in either the top or bottom position on the mat as well as on a takedown. A contestant who lifts his opponent clear of the mat is responsible 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—An intentional drill or forceful fall-back is illegal when the defensive wrestler is in a standing position and the offensive wrestler has a scissor hold or a cross body ride.

NOTE 4—A leg hooked over the top toe of an opponent's straight body scissors is interpreted as an over-scissor and therefore illegal.

NOTE 5—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.

NOTE 6—Whenever possible an illegal hold should be prevented rather than called.

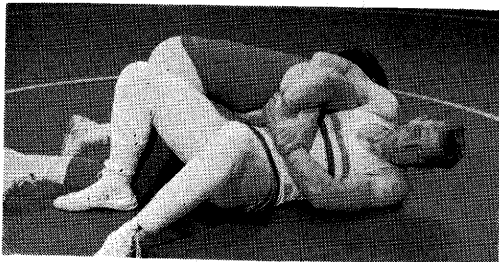
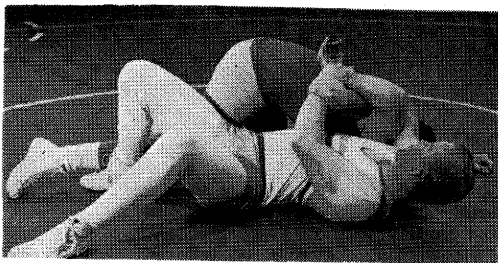


No. 4—ILLEGAL HAMMERLOCK (ABOVE RIGHT ANGLE)

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 illegal.

→
**No. 5—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.

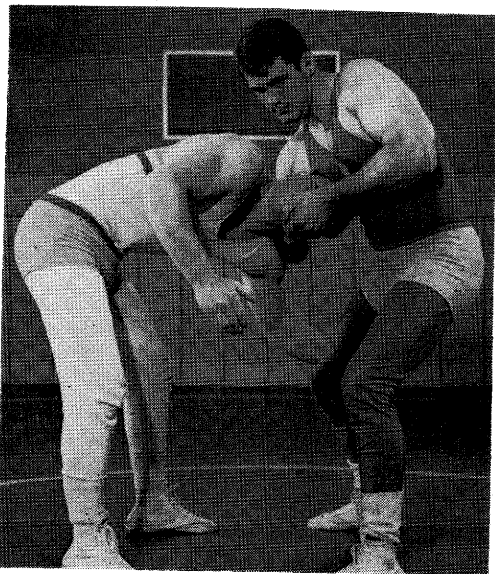


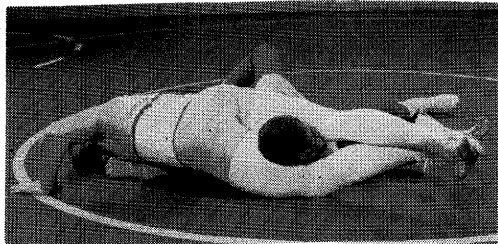
←
**No. 6—LEGAL DOUBLE
 WRISTLOCK ON THE MAT**

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

→
**No. 7—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.





←

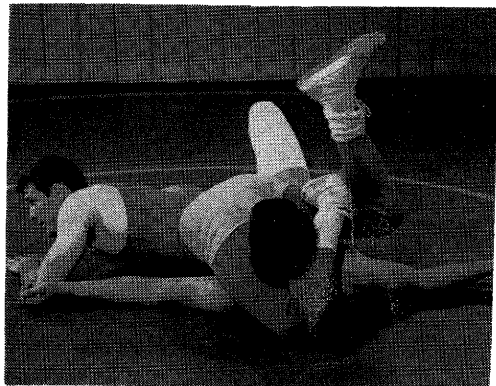
No. 8—ILLEGAL HEAD-SCISSORS

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

→

No. 9—LEGAL HEAD-SCISSORS (FIGURE 4 HEAD-SCISSORS)

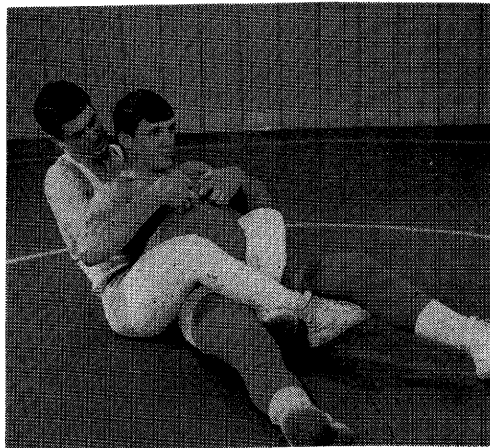
The straight head-scissor is illegal. The figure 4 Head-Scissor is considered legal when taken as shown above, with the hold on either side of the face.



←

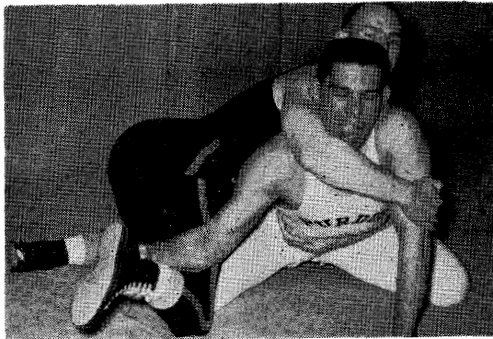
No. 10—OVER-SCISSORS (AN ILLEGAL HOLD)

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. 11—FULL NELSON—
 AN ILLEGAL HOLD**

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 (See Figure No. 19).

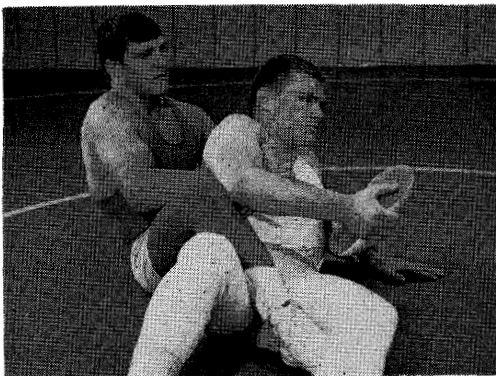


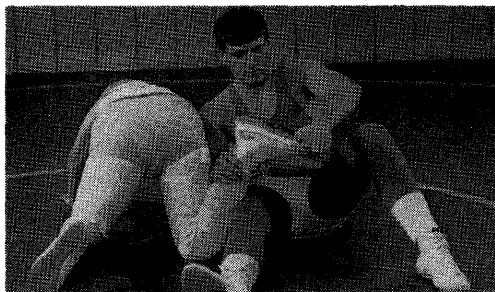
←
**No. 12—ILLEGAL TWISTING
 KNEE LOCK**

This shows the start of a twisting knee lock. If the leg is forced further this will become an illegal hold (Rule 10, Section 1). The Referee should anticipate the danger of injury from this hold and be in a position to block it before it reaches the danger point. (See Rule 10, Sec. 1, Note 6.)

→
**No. 13—LEGAL FOOT
 (IN-STEP) HOLD**

The defensive wrestler may grasp the instep, heel or ankle in his effort to escape, providing the pressure is not such as to endanger the ankle, knee or hip joint.





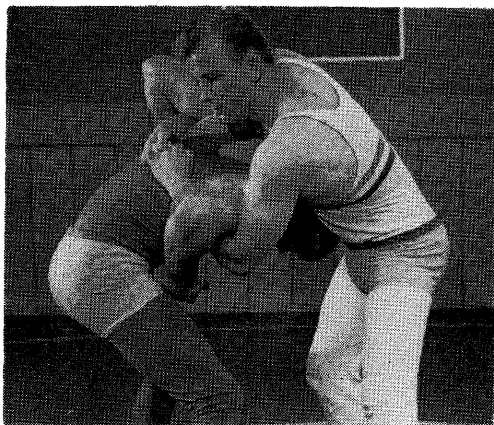
←

No. 14—ILLEGAL TOE-HOLD (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. 15—ILLEGAL DOUBLE ARM BAR

Locking hands in a double arm bar from a neutral position.



HIGH SCHOOL MODIFICATION

In addition to the illegal holds barred in college wrestling, headlocks without the arm or leg included, interlocking hands on the guillotine and the overhead double arm bar and key lock are illegal.

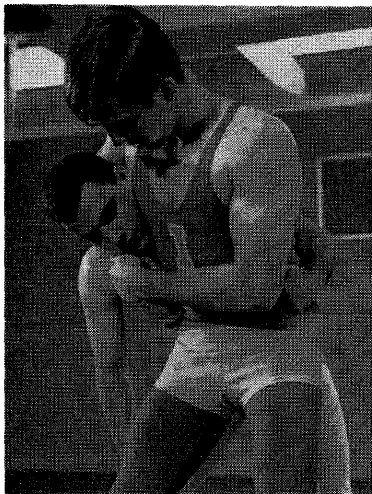
NOTE 1—*The full three-quarter nelson is not to be interpreted as a headlock.*

NOTE 2—*Pulling the head over the shoulder with hands locked or overlapped is not to be interpreted as a headlock.*

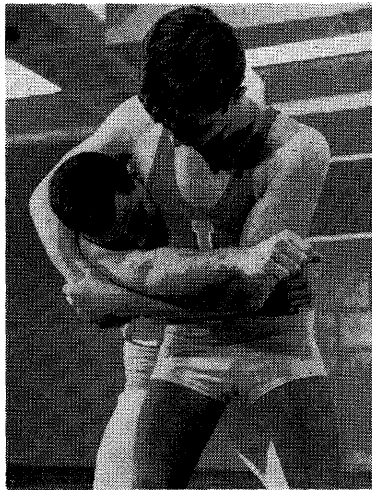
1. **Illegal Headlock.** An illegal headlock shall be interpreted as locking or overlapping the hands or arms around an opponent's head or neck without including the opponent's arm or leg in the hold. (See Illustrations Nos. 16 through 19.)

2. **Illegal Guillotine.** If the wrestler locks or overlaps his hands or arms around his opponent's head or neck in securing this hold and the opponent's arms are not included, this is an illegal hold. (See Illustrations Nos. 20 and 21.)

3. **Overhead Double Arm Bar.** This hold is illegal either with or without the scissors and applied with one or both arms. (See Illustration No. 22.)



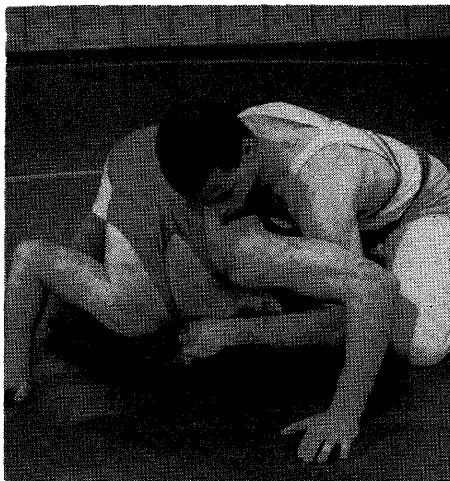
No. 16—IN HIGH SCHOOL ILLEGAL HEAD LOCK
Locking the arm around the head.



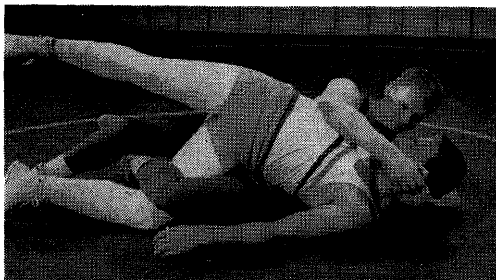
No. 17—LEGAL HEAD LOCK
Opponent's arm is included in the lock.



No. 18—A LEGAL HOLD
Pulling the head over the shoulder with hands locked or overlapped.



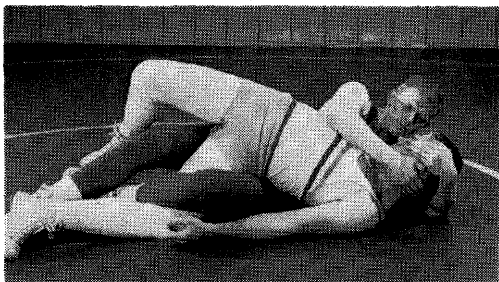
No. 19—FULL $\frac{3}{4}$ NELSON, A LEGAL HOLD



←

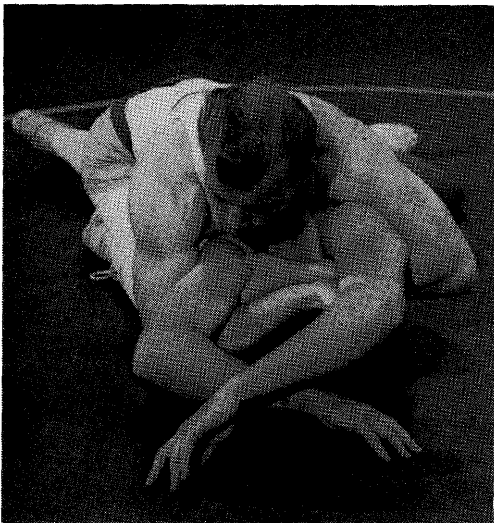
No. 20—ILLEGAL GUILLOTTINE IN HIGH SCHOOL
Arm is locked around opponent's head or neck.

→
No. 21—LEGAL GUILLOTTINE
Hands are not locked or overlapped around head or neck.



←

No. 22—ILLEGAL OVER-HEAD DOUBLE ARM BAR IN HIGH SCHOOL
This hold is illegal when used as shown above either with or without the scissors and applied with either one or both arms.



**Unnecessary
Roughness**

SECTION 2. Either before, during, or following a match intentional striking, gouging, kicking, hair pulling, butting, elbowing or an intentional act that endangers life or limb shall be grounds for disqualification on first penalty if the referee considers such act as flagrant misconduct. The referee shall follow the penalty chart for the penalties in the case of less flagrant unnecessary roughness. (See Penalty Chart.)

**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. Time out for the removal of such foreign substance shall be cumulative with the time out for injuries throughout the match. The total time out shall not exceed three minutes. (See Rule 12, Sec. 1.)

**Objectionable
Pads and Braces**

SECTION 4. (See Rule 3, Sec. 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. (See Penalty Chart.)

NOTE—*This includes abusive language used during and following a match.*

**Potentially
Dangerous
Holds**

SECTION 6. The double wristlock, chicken wing, key lock, overhead double arm bar, split scissors, 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.

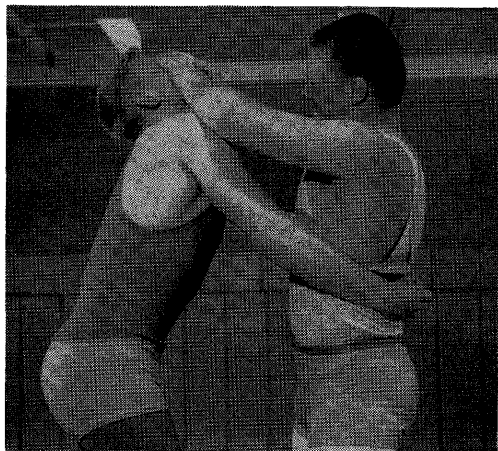
It should be understood that no contestant should ever be put in a position where he must forfeit a neutral position, a position of advantage or a fall because of an injury or danger to life or limb, and the Referee should promptly stop any and all holds which in his opinion may so result. If a legitimate 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. No points should be awarded. 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.

NOTE—*The chicken wing is a legal but potentially dangerous hold. When the hand goes behind the back it becomes a twisting hammer-lock and is illegal.*

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 may be considered unnecessary roughness depending on the intent of the act as determined by the Referee and shall be penalized accordingly. (See Illustrations Nos. 23 through 26.)

HIGH SCHOOL MODIFICATION

Whenever defensive wrestler stands up after offensive wrestler has applied a scissors hold (including the cross body ride), the Referee shall consider this potentially dangerous and stop match when defensive wrestler removes hands from mat. Wrestling shall be resumed from referee's position.



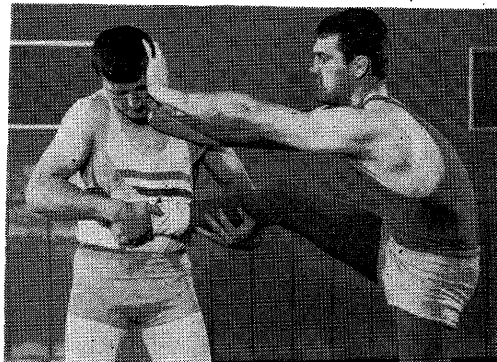
←

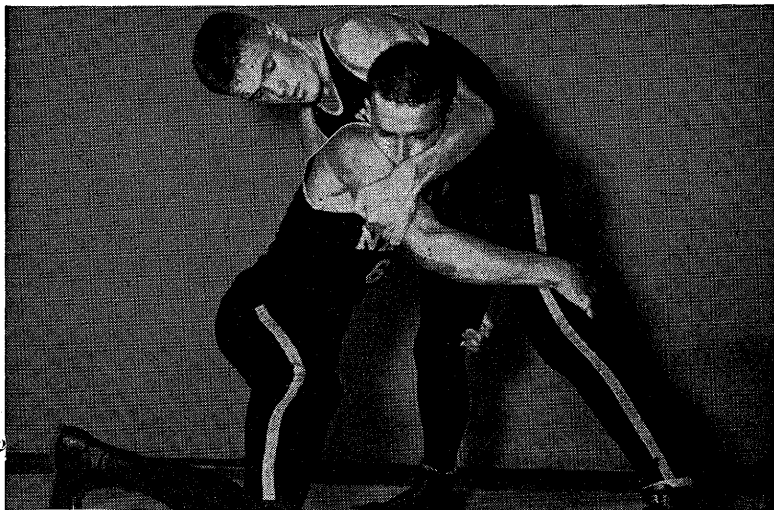
No. 23—ILLEGAL BLOCKING ON FACE (ON FACE PROPER)

This form of blocking is illegal because it is over mouth, nose and eyes, in contrast to position in No. 24.

→
No. 24—LEGAL BLOCKING ON FACE (ON CHIN)

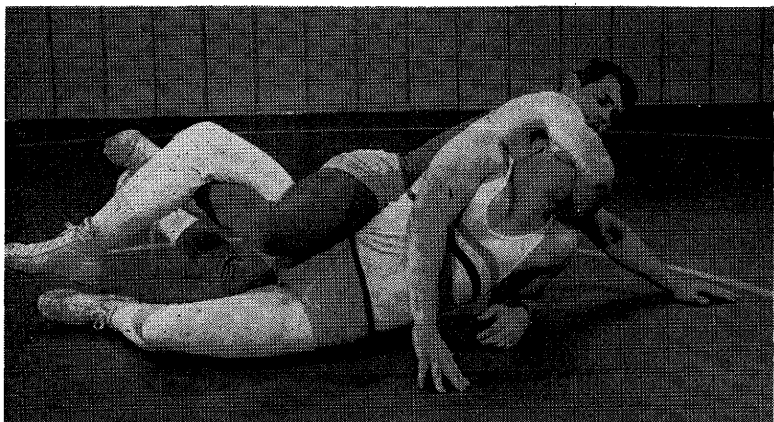
Blocking on chin or forehead is legal but is not legal over face proper; that is, over mouth, nose or eyes.





No. 25—A LEGAL CROSS FACE

It is an effective and legal block for the double leg pick-up.



No. 26—ILLEGAL FACE HOLD

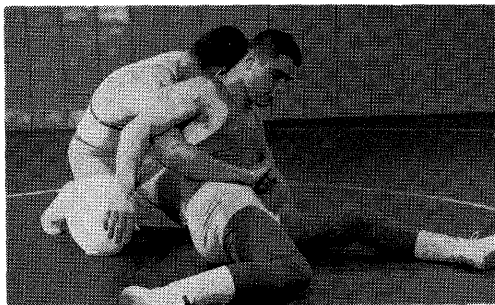
Shows a hold commonly used but which is contrary to both the letter and spirit of amateur wrestling rules. It is frequently used momentarily in order to prevent defensive wrestler from coming out from underneath or to bring defensive wrestler back into position for a fall. Referee should see that offensive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

Technical Violations

(See Penalty Chart)

SECTION 7. a. Interlocking Hands. Interlocking of fingers, hands or arms, around the body or both 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 support 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. (See Illustrations Nos. 27 through 30.)

NOTE—The Referee shall not call this violation when the defensive man is in the process of a reversal or escape. The defensive man is allowed to complete the reversal or escape provided he does so in a continuous maneuver. If the defensive man fails to complete the reversal or escape after an opportunity to do so, the Referee will stop the match and award the penalty. (See Penalty Chart.)



←

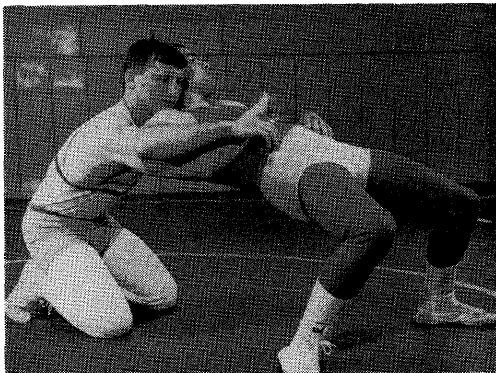
No. 27—INTERLOCKING OF HANDS AROUND THE BODY

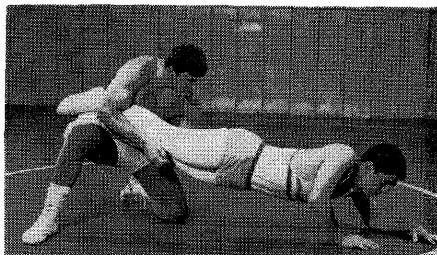
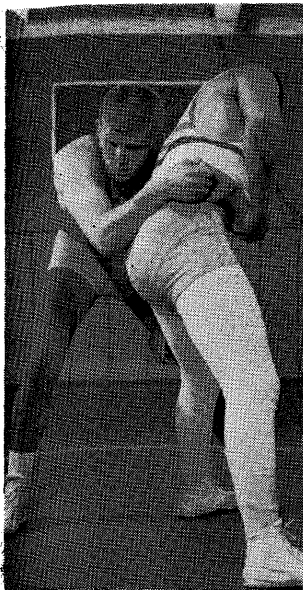
A Technical Violation. Offensive wrestler is not allowed to lock hands, wrists or arms around body while defensive wrestler is supported by parts other than his feet.

No. 28—LEGAL USE OF THE HANDS IN WAIST-LOCK

This shows the legal use of the hands of the top man. The defensive contestant's supporting parts except feet are clearly off the mat.

→





**No. 30—INTERLOCKING OF HANDS
AROUND LEGS**

This position is a technical violation.



No. 29—LEGAL USE OF HANDS IN BODYLOCK

This complete bodylock is legal because defensive wrestler is in a standing position. This hold would be a technical violation if defensive wrestler had one or both knees on the mat. (See Rule 10, Section 7.)



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 into a pinning combination or to prevent an escape or reversal. Repeatedly 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 for the purpose of stalling is a violation under this rule. When the defensive wrestler has gained his feet the wrestler in the advantage position is allowed reaction time to begin his break down when he is holding a leg or legs with both hands or arms.

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, unnecessary changing and adjusting equipment, repeatedly assuming incorrect referee's position and repeatedly making false starts from the referee's position are technical violations.

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. (See Penalty Chart.)

f. Intentional Going Off Mat. Intentionally going off the mat to prevent a take-down, reversal or escape is a technical violation. (See Penalty Chart.)

g. Defensive Wrestler Intentionally Going Off Mat. It is a technical viola-

tion 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—See *Penalty Chart Note****.

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. (See *Penalty Chart.*)

(1) *Neutral Position.* Each wrestler must make an honest attempt to stay in the 10-foot circle and secure a take-down regardless of the time or score of the match. A contestant who continually avoids contact with his opponent is stalling. A contestant may leave the circle to maneuver for position provided he continues his attempt to gain an advantage and make 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 wrestle aggressively. A period of fifteen seconds shall 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. For the second and subsequent penalties a period of fifteen seconds shall be sufficient time to determine the intent to stall.

NOTE—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.* Refusing to wrestle aggressively in the defensive position is stalling and shall be penalized as a technical violation. (See *Penalty Chart.*)

NOTE 1—In this position wrestling will continue and a visual and verbal warning given to the defensive wrestler.

NOTE 2—When there is no action in the mat position, the responsibility for initiating the action rests with both wrestlers.

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. Grasping clothing to prevent or gain an escape, reversal, takedown, or fall, is a technical violation.

NOTE—(Treat same as Note under Rule 10, Section 7a.)

RULE 11—PENALTIES AND WARNINGS

SECTION 1. The infractions of the rules are penalized in accordance with the penalties as listed on the *Penalty Chart* (Page 33).

SECTION 2. In calling each penalty the Referee shall stop the match, except when warning the defensive wrestler, give the hand signal for the points

PENALTY CHART

Infractions	First Penalty	Second Penalty	Third Penalty	Fourth Penalty	Rule 10 Sections
Illegal Holds					1
*Technical Violations	1 pt. N.C.	1 pt. N.C.	2 pts. N.C.	**Disqualify	7
***Unnecessary Roughness					2
Abusive and/or Unsportsmanlike Conduct (See Rule 13, Sec. 16)	Warning	Deduct 1 team point****	Remove from Premises		5
Flagrant Misconduct	Disqualify on first penalty				2
Greasy Substance on Skin and/or Objectionable Pads and Braces	Disqualify if cannot be removed in allotted time				3 4

Key: N.C.—no change

SUMMARY OF TECHNICAL VIOLATIONS (Rule 10, Sec. 7):

- Interlocking Hands (Sec. 7, a)
- Holding Legs (Sec. 7, b)
- Leaving Mat Without Permission (Sec. 7, c)
- Delaying Match (Sec. 7, d)
- Intentional Forcing Opponent Off Mat (Sec. 7, e)
- Intentional Going Off Mat (Sec. 7, f)
- Stalling (Sec. 7, h, (1), (2), (3))
- Grasping Clothing, etc. (Sec. 7, i)

*Note. On technical violations involving stalling a verbal warning shall be given before the first penalty is assessed.

**Note. Disqualification due to a technical violation, illegal holds, or less flagrant unnecessary roughness does not eliminate a contestant from competition for third place in tournaments. Disqualification for any other reason eliminates a contestant from competition for third place in tournaments.

***Note. Points for unnecessary roughness may be awarded in addition to points earned.

****Note. In tournaments, second penalty—remove from premises.

REMINDER:

Penalties and time out for injury are accumulative throughout the match including overtime.

or warning (Figs. 11 and 14) and announce the penalty so that the contestants, scorers, coaches and spectators are aware of it.

Sequence of Penalties

SECTION 3. The penalty chart indicates the sequence of penalties and they are cumulative throughout the match including overtime.

RULE 12—INJURIES AND DEFAULTS

SECTION 1. An injured contestant has a maximum time-out of three minutes which is cumulative throughout the match including the overtime. Nose bleed or any other excessive bleeding shall not be interpreted as an injury and the number and length of time-out periods for such bleeding is left to the discretion of the Referee. 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.

Unconscious

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 Secs. 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 default due to injury.

Injury from Illegal Action

SECTION 3. If a contestant is so injured by any illegal action that he is unable to continue, the match shall be defaulted 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, Sec. 2 and Penalty Chart for "Flagrant Misconduct.")

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 13—OFFICIALS



Referee's Attire

SECTION 1. Referee's attire for all dual meets and tournaments:

- a. Black and white Referee's short sleeve knit shirt.
 - b. Black full length trousers.
 - c. White sox and gym shoes. (Black shoes recommended.)
 - d. Black belt.
- Other accessories—silver coin or colored disk and whistle.

Referee's Duties

SECTION 2. On matters of judgment the Referee shall have full control of the meet and his decisions shall be final. On matters of a technical nature, the current NCAA Rules shall be the final authority.

SECTION 3. 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 fingernails, and advise against the chewing of gum during the match as a health hazard.
- b. Clarify the rules with coaches and contestants.
- c. Advise contestants to report on the circle at the center of the mat opposite each other ready to wrestle.

SECTION 4. The referee is responsible for the seating arrangement at the officials table in accordance with one of the diagrams below:

WHEN INDIVIDUAL CLOCKS OR STOP WATCHES ARE USED

Home Team Assistant Timekeeper	Visiting Team Assistant Timekeeper	Match Timekeeper	Visiting Team Scorer	Home Team Scorer
--------------------------------	------------------------------------	------------------	----------------------	------------------

WHEN MULTIPLE TIMER IS USED

Timekeeper	Visiting Scorer	Announcer or Home Scorer
------------	-----------------	--------------------------

Match Timekeeper

SECTION 5. Instruct the Match 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 keeping and recording accumulated time-outs for injury.
- d. Responsible for informing the Referee, only after an imminent situation has passed, whenever there is disagreement by the official scorers and/or timekeepers.
- e. Responsible for assisting the Referee in determining whether a situation occurred before or after the termination of a period.
- f. Responsible for calling the minutes to the Referee, contestants, and spectators in each match. The last minute shall be reported at fifteen second intervals. (45, 30, 15 seconds.)

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

A multiple timer may be used in place of time clocks.

Assistant Timekeepers

SECTION 6. 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 match 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.
- e. Stopping time advantage when the Referee signals illegal interlocking of hands.

Scorers

SECTION 7. Instruct the Scorers that they are responsible for:

- a. Recording which contestant has the position of advantage at the start of the second and third periods.
- b. Recording points scored by both contestants when signaled by the referee.
- c. Constantly checking each other's score reading.
- d. Immediately advising the match timekeeper when they are in disagreement regarding the score.
- e. Keeping the score board operator continually advised of the official score during each match.
- f. Showing the Referee the scorecard at the end of each match.
- g. Recording time advantage points in the final match score.

SECTION 8. Before the dual meet starts the Referee will call the team captains 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 3.)

SECTION 9. The Referee will use the Wrestling Officials Signals.

SECTION 10. The Referee shall notify the timekeepers as follows:

- a. When the match is started or stopped for any reason.
- b. When time advantage begins or ends for a contestant.
- c. Whenever time is involved in any situation occurring in the match.

SECTION 11. The Referee will notify the scorer, when warnings or points are awarded to either contestant. (See Signals for Referees, Page 38.)

SECTION 12. 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 13. The Referee shall be firm in enforcing the letter and spirit of the rules and penalize consistently any repeated infractions. He must enforce vigorously and promptly the penalties for the infractions, as provided in Rules 10 and 11. On each penalty, except the warning for defensive stalling, the referee shall stop the match and announce the penalty in the prescribed manner, so that the contestants, scorers, coaches and spectators are aware of it. (See Signals for Referees, Page 38.)

SECTION 14. 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 reaching the dangerous stage.

SECTION 15. The Referee should not place his hands under the shoulders of a contestant unless absolutely necessary to determine a fall.

SECTION 16. The Referee should meet promptly, in a spirit of good sportsmanship, any situation developing unexpectedly.

SECTION 17. 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. (See Penalty Chart.)

SECTION 18. At the end of a match the Referee shall order the contestants to shake hands and declare the winner (See Referees' Signals Fig. 18). If there is a doubt as to the winner the Referee shall order the contestants to stay on the mat while he checks the time advantage and the scorer's records to decide the winner. The time advantage, if any, shall be recorded on the score board and the Referee shall declare the winner in accordance with the instructions in the first sentence of this section. In dual meets, if the match is a draw the Referee will raise both hands above his head (See Referees' Signals Fig. 19).

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 overtime periods if the points are even the referee and two judges shall determine the winner by ballot. (See Rule 7, Section 4.)*

RULE 14—NOTIFICATION & 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 weigh-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.*

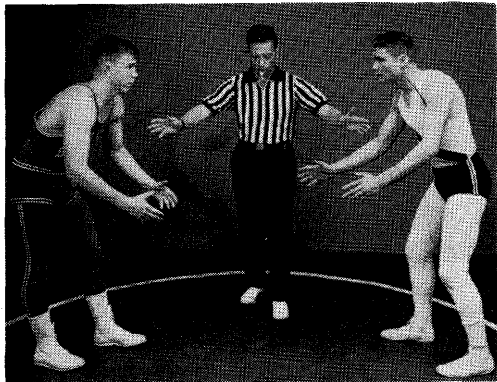
SECTION 3. The home management shall notify visiting teams at least ten days prior to date of meet the exact time and place of the meet and the name of the referee.

Referees' Signals

The signals illustrated on the following pages are standard for wrestling referees throughout the nation. It is the duty of every referee to know these signals in order to give them instantly and clearly so that the wrestlers, timers, scorers and spectators are aware of what is taking place during the progress of the match.

The Use of the Whistle

SECTION 1. The whistle should be held ready for immediate use at all times during the match.

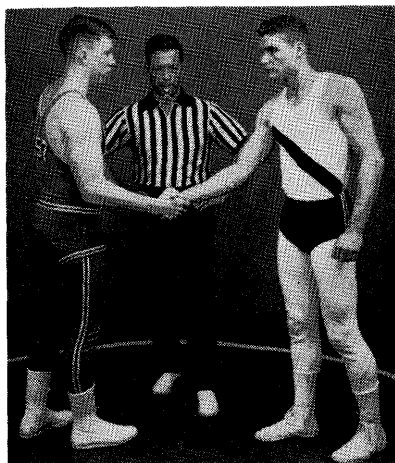


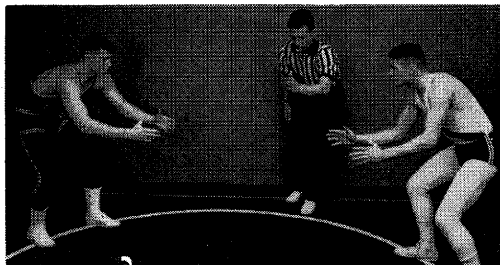
←

Fig. 1—Designating The Position Of The Wrestlers Before The Start Of The Match. As the wrestlers come onto the mat the Referee points to the places they are to take on the circle. He next points one hand toward the timers and scorers to verify their readiness.

→

Fig. 2—Shaking Hands And Passing By. After the officials indicate they are ready at the table, the Referee directs the wrestlers to shake hands, pass by and be ready to wrestle when the whistle blows. The Referee motions for the wrestlers to shake hands and pass by crossing his arms in front of his body.

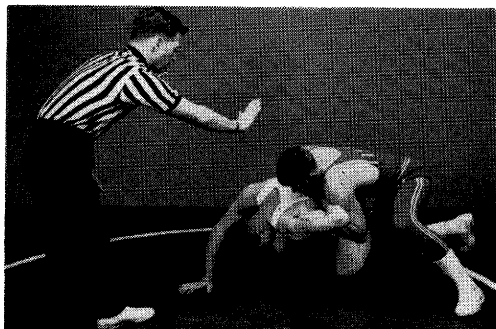




←
Fig. 3—Starting The Match Or Resuming The Match In A Neutral Position. After the wrestlers pass by they turn and face each other. The Referee raises his hand forward between two wrestlers. After a momentary pause to make certain the wrestlers are ready he blows his whistle and simultaneously moves his hand as a signal for the wrestlers to go into action.



Fig. 4—Resuming The Match In The Referee's Position On The Mat. The Referee should face the officials table and kneel on one knee at a distance of 8 to 10 ft. in front of the wrestlers and a little to the side on which the top wrestler stations himself. The Referee may give a preparatory command such as "Get Set" or "ready." When the wrestlers are in proper positions (Rule 8, Sec. 1) and after a momentary pause the Referee blows his whistle and moves his hand to start the action. Note—Some wrestlers watch the Referee's hand to get a fast start. It is usually better in such cases to blow the whistle a moment before moving the hand. The whistle starts the action. The hand signal is for the timer; in case they do not hear the whistle.



→
Fig. 5—Stopping The Match. The Referee blows his whistle and extends his hand to stop the watch.

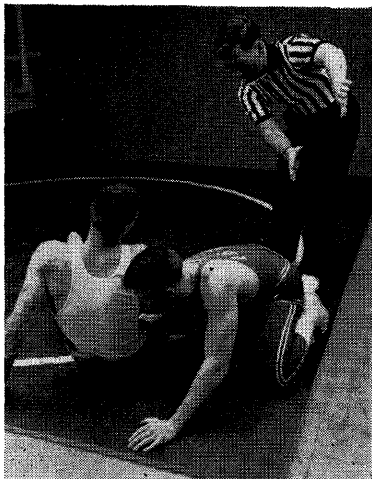


Fig. 6—Stopping The Match For Out-Of-Bounds. When the contestants are out-of-bounds (Rule 8, Sec. 5) the Referee stops the match and extends both arms horizontally to the same side toward the out-of-bounds. The Referee places himself in the most advantageous position to determine the out-of-bounds and stops the match immediately when the out-of-bounds occurs.

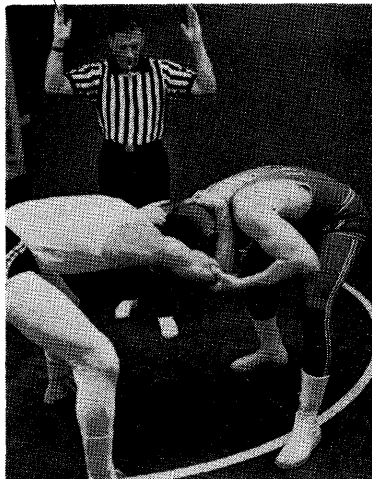
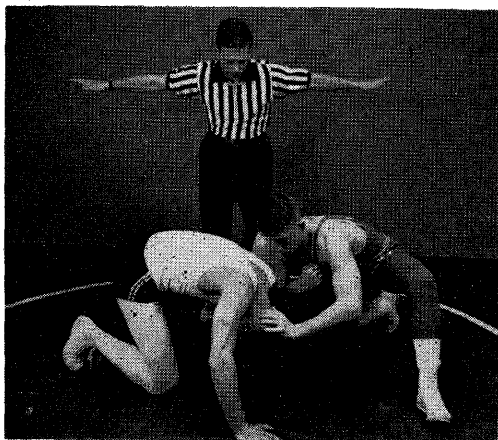


Fig. 7—Declaring A Neutral Position Standing After Out-Of-Bounds. When the contestants are out-of-bounds (Rule 8, Sec. 5 and 5a) and neither is in an advantage position, the Referee stops the match as in Fig. 5 and signals a Neutral position. The upper arms are front horizontal, both forearms are vertical and the hands are extended upward.



←
Fig. 8—Indicating A Neutral Position During A Scrimmage For A Take-Down. Both arms are extended sideward slightly below the horizontal with the palms of the hands down. The Referee moves his hands back and forth bringing them together and moving them away while verbally announcing "no advantage."

→
Fig. 9—Indicating Retention Of Advantage. Whenever there is any doubt as to the contestant in the advantage position the Referee should indicate the contestant in the advantage position by pointing to him with the index finger of one hand. The Referee will keep his other hand down and along his leg so that there will be no confusion as to whether any points are awarded.

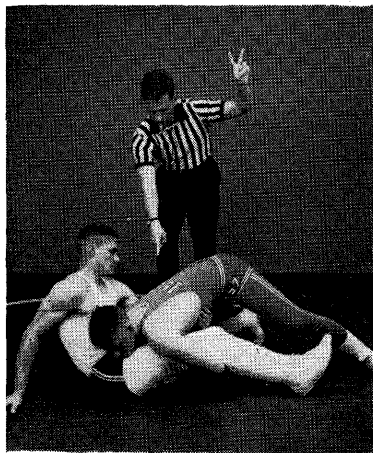
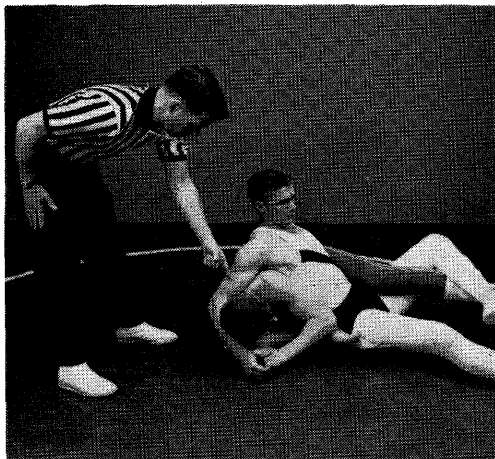


Fig. 10—Awarding Points. One arm and index finger are pointed at the wrestler receiving the points. At the same time the Referee verbally announces the award and the name of the team receiving it as he raises his opposite arm to a near vertical position, indicating with extended fingers the number of points awarded.

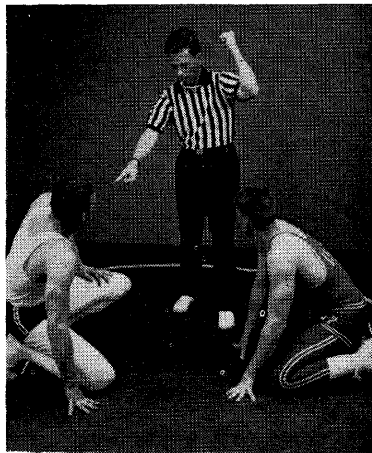


Fig. 11—Warning A Contestant For A Violation. The match is stopped. The index finger of one hand is pointed to the violator. At the same time the Referee verbally announces the penalty and raises the opposite arm with his fist doubled to indicate the "warning" penalty for neutral or offensive stalling.
 Note—For the "warning" in defensive stalling the match is not stopped.

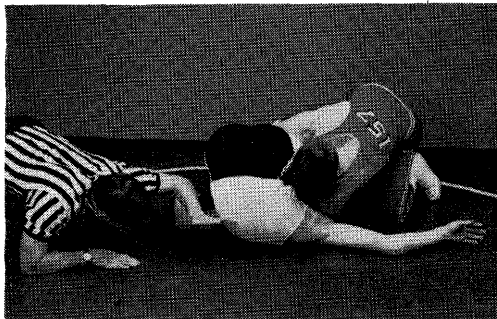


←

Fig. 12—Scoring A Pinning Situation. The Referee gets down on the mat in a prone position for the best view of the defensive contestant's back while at the same time trying to keep out of the way of the contestants. The Referee does not signal a score for a "near-fall" or "predicament" until the pinning situation is ended. (Rule 8, Sec. 13, Note 1) After the situation is finished the Referee extends one arm upward indicating with the fingers the number of points awarded as he directs the index finger of his other hand toward the contestant receiving the points. (See Fig. 10.)

→

Fig. 13—Calling A Fall. When the fall (Rule 8, Sec. 11) is imminent the Referee raises one hand about 10 inches. As soon as the fall is completed he quickly strikes the mat with the palm and verbally announces "Fall." The Referee is not to put his hands under the back of the defensive wrestler unless his view of the shoulders is blocked by one or both contestants and it is absolutely necessary for him to feel the back on the mat in order to call the fall (Rule 13, Sec. 15).



←

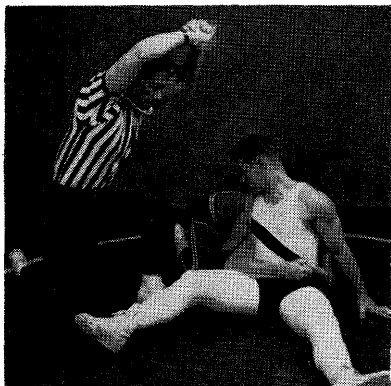
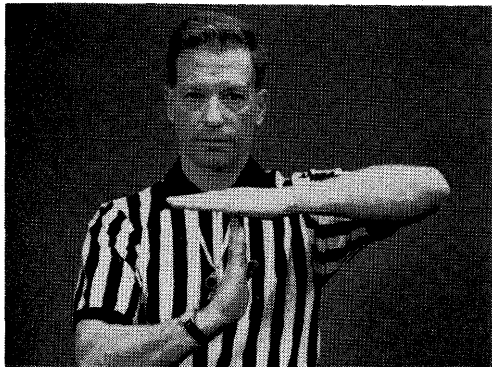
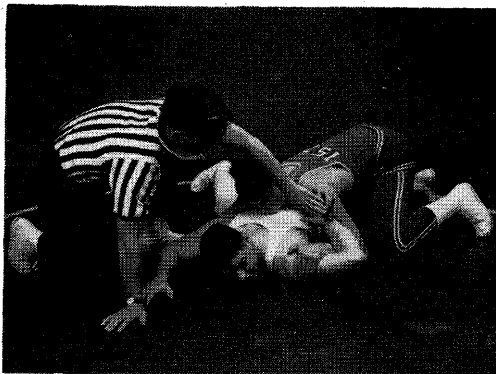


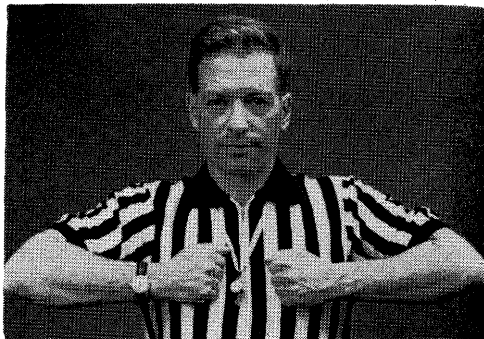
Fig. 14—Interlocking Hands, Or Grasping Clothing, During An Escape Maneuver (Rule 10, Secs. 7 a and i. When the bottom contestant is in the process of an escape or reversal and the contestant on top locks his hands or grasps the clothing to prevent the maneuver, the Referee indicates the violation by grasping the wrist of one hand with his other hand and holding it over his head. This signal stops the advantage time for the top contestant, and indicates the violation has occurred but the Referee is allowing the bottom contestant an opportunity to complete the action providing he does so in one continuous maneuver. If the maneuver is successful, bottom contestant gains neutral or top position. The Referee signals the points and the match continues with no interruption. If the bottom contestant fails to complete the maneuver the Referee stops the match and awards the penalty. (See Penalty Chart.)

→
Fig. 15—Preventing An Illegal Or Potentially Dangerous Hold. (Rule 10, Sec. 6 & Rule 13, Sec. 13). The Referee anticipates a potentially dangerous hold and gets in position to block it before it becomes dangerous. He may also verbally caution the contestant against forcing a potentially dangerous hold into an illegal hold.



←
Fig. 16—Calling Time Out. The match is stopped as in Fig. 5. If there is to be a delay in resuming the match, the Referee will indicate "time-out" by extending one hand in a vertical position at right angles to his chest with the ends of the fingers touching the palm of the other hand which is extended in a horizontal position in front of the chest. The Referee announces to the scorers the reason for the time out and to whom it is charged.

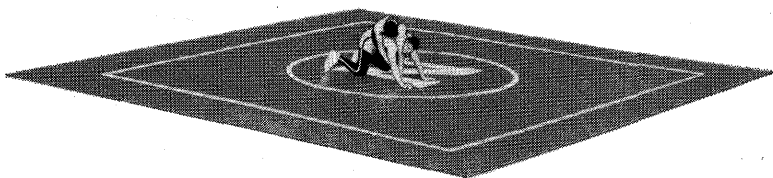
→
Fig. 17—Calling A Stalemate Situation. The match is stopped as in Fig. 5. Then the Referee indicates the reason for stopping the match as a stalemate by placing the arms on the chest in a bent position with the fists closed as indicated at the right.



NATIONAL *Ensolite*[®]

WRESTLING MATS

3 YEAR GUARANTEE



Extensive tests and rigorous, continuous use have proved SHOCK-ABSORBENT National Ensolite to be unequalled for protecting the human body. Ensolite closed cell vinyl foam mat material soaks up shock and limits dangerous rebound far better than any other material known.

Wrestling is the fastest growing sport in secondary school physical education. HELP KEEP IT THE SAFEST SPORT BY USING NATIONAL ENSOLITE MATS!

National vinyl coated Ensolite mats are available in school colors with tournament lines and school emblems. Tough vinyl skin becomes an integral part of the mat. Modern facilities assure you of a properly manufactured mat made to give long and trouble free service.

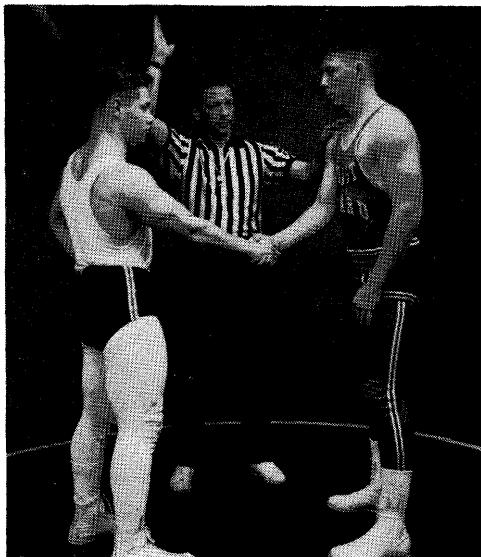
National
SPORTS COMPANY

SEE YOUR SPORTING GOODS DEALER
or write for your

NATIONAL GYM MAT CATALOG
355 NORTH MARQUETTE STREET

FOND DU LAC, WISCONSIN 54936

→
Fig. 18—Declaring The Winner. (Rule 13, Sec. 18) At the end of the match the Referee orders the wrestlers to shake hands touches the shoulder of the winner and raises his own arm.



←
Fig. 19—Declaring A Draw. In case of a tie score at the end of the match in dual meets the contestants will shake hands, the Referee raises both of his arms over his head.

ATLAS ATHLETIC EQUIPMENT



Selected by more
schools and
colleges today to
develop true
physical fitness
in our citizens
of tomorrow.

- mats • gymnasium
equipment and apparatus
- baseball • football
- basketball and general
athletic equipment



ATLAS ATHLETIC EQUIPMENT CO.

6510

2115 Locust Street / St. Louis, Missouri 63103

Index to Rules

	Rule	Sec.	Page		Rule	Sec.	Page
Abusive Conduct	10	5	27	Overtimes	7	4	13
Advantage, Position of	8	3	15	Recording	9	3	19
Byes	6	4	10	Penalties	11	..	32
Compete in One Class Only	2	2	5	Off Mat to Prevent Fall	10	7	30
Control	8	2	15	Off Mat Intentionally	10	7f	31
Costumes	3	2	6	Forcing Opponent Off			
Decisions	8	14	18	Mat	10	7e	31
Matches	8	14	18	Stalling	10	7h	31
Defaults	8	16	18	Penalty Chart	10	..	33
Definitions	8	..	14	Point System	9	3	19
Distinguishing Emblems	3	2c	7	Position of Advantage	8	3	15
Drawings and Eliminations	6	..	10	Potentially Dangerous			
For Third Place	6	6	12	Holds	10	6	27
Graphic Illustration of	6	5	11	Holds Over Mouth, Nose,			
Seeding	6	3	10	Eyes, or Throat	10	6a	28
Eligibility	1	..	5	Predicament	8	13	17
Escape	8	9	16	Referee			
Fall	8	11	16	Costume	13	1	34
With Part of Body off				Duties	13	2	35
Mat	8	11a,b	16	Signals	38
Foreign Substance on Skin	10	3	27	Referees Position on Mat	8	1	14
Forfeit	8	15	18	Representation	2	..	5
Holds—Illegal	10	1	20	Reversal	8	10	16
Bending of Fingers	10	1	20	Roughness—Unnecessary	10	2	27
Body Slams	10	1	20	Butting	10	2	27
Full Double Nelson	10	1	20	Elbowing	10	2	27
Hammerlock Above Right				Gouging	10	2	27
Angle	10	1	20	Hair-Pulling	10	2	27
Over-Scissors	10	1	20	Kicking	10	2	27
Strange Holds	10	1	20	Strangling	10	2	27
Twisting of Fingers	10	1	20	Striking	10	2	27
Toe Holds	10	1	20	Seeding	6	3	10
Infractions	10	..	20	Scoring	9	..	18
Injuries	12	1	34	Tournaments	9	2b	18
Accidental	12	2	34	Dual Meets	9	2a	18
From Illegal Hold	12	3	34	Point System	9	3	19
Intermissions	7	2	13	Spectators' Behavior	13	17	37
Matches—Length of	7	1	12	Stalemate	8	7	16
For First Place	7	1	12	Stalling	10	7g	31
For Third Place in Tour- naments	7	5	14	Take Down	8	4	15
Intermissions between periods	7	2	13	Technical Violations			
Intermissions between overtimes	7	4	13	Delaying Match	10	7d	31
Mats	3	1	6	Grasping Clothing	10	7i	33
Near Falls	8	12	17	Holding Legs	10	7b	31
Neutral Position	8	8	16	Intentional going off the mat	10	7f	31
Notification and Agree- ments	14	..	37	Interlocking of Arms	10	7a	30
Objectionable Pads	10	4	27	Interlocking of Fingers	10	7a	30
Enforcement	3	5	7	Interlocking Hands	10	7a	30
Special Equipment	3	4	7	Leaving Mat	10	7c	31
Officials	13	..	34	Stalling	10	7h	31
Referee	13	2	35	Time Advantage	8	2	14
Timekeepers	13	5	35	Time Out	12	1	34
Overtimes	7	4	13	Unnecessary Roughness	10	2	27
Out-of-bounds	8	5	16	Weighting In	5	1	8
				Weight Classification	4	1	8
				Weight Control	4	2	8
				Weight Allowance	5	3	9
				Failure to Make	5	4	9

GREAT COMPETITOR

From a Great Athletic Shoe Family

the
converse
WRESTLING SHOE

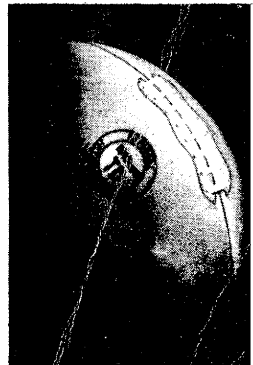
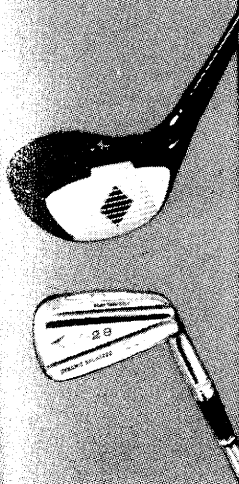
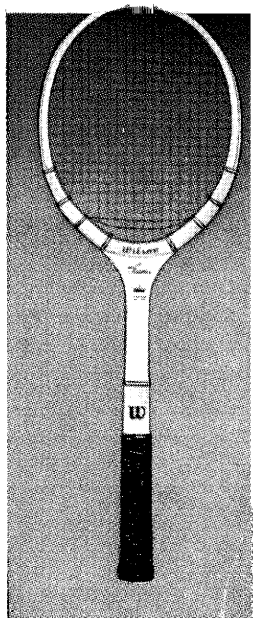
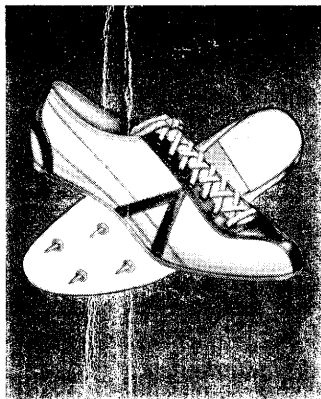
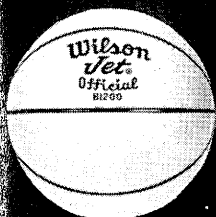
- Light weight for quick, controlled footwork.
- Extra high Army duck uppers for maximum protection.
- Exceptionally flexible.
 - Non-marking, traction-tread outsole.
- Invisible eyelets will not scratch mat.
- Foxing to edge of sole.
 - Pebbled toe strip.
 - Duck insole.
- Web tape backstay.
 - Sizes 5 to 14.
- In **BLACK** or **WHITE**.



CONVERSE RUBBER CO.

Malden, Massachusetts 02148

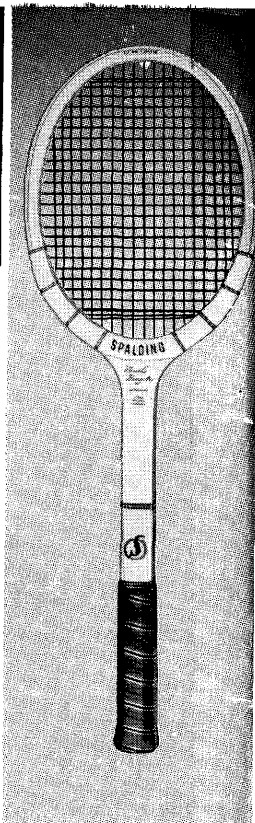
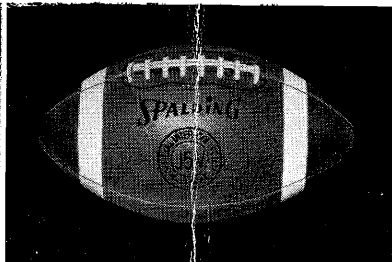
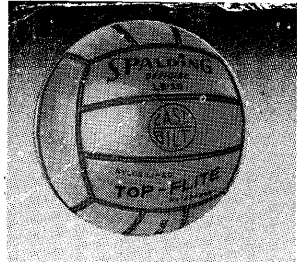
Top players in every competition
depend on matchless Wilson equipment
to make the most of their
natural ability.



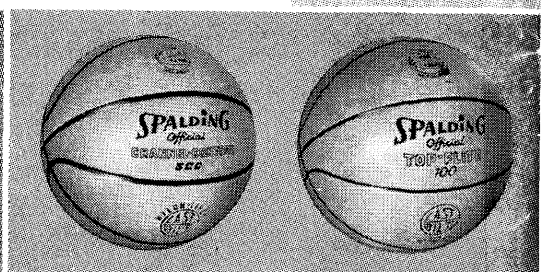
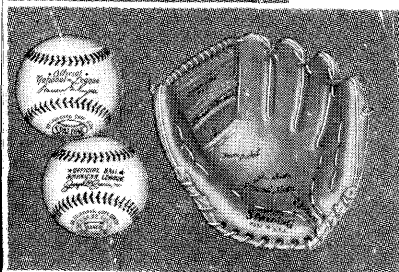
PLAY TO WIN WITH

Wilson

Wilson Sporting Goods Co., Chicago
(A subsidiary of Wilson & Co., Inc.)



**ENJOY
EVERY
COMPETITIVE
ADVANTAGE
EQUIPMENT
CAN GIVE...**



PLAY SPALDING®