

THE OFFICIAL
National Collegiate Athletic Association

WRESTLING

RULES

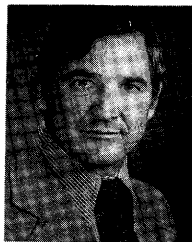
The collegiate wrestling rules apply equally to scholastic
wrestlers, except where modifications are indicated therein.

1976

NCAA Wrestling Committee



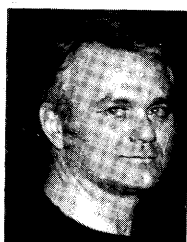
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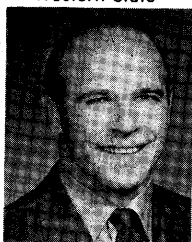
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U. of the South



Harold Nichols
Iowa State



Charles Patten
Northern Iowa



Tom Robinson
Old Dominion



Max Servies
Wabash



L. D. Timmerman
Drake

Major High School Differences

High School

UNIFORMS—Full length tights must be worn. Specifies what a protective headwear shall provide.

STARTING POSITION—Knee on near side must be down on mat.

RIDING TIME—No riding time.

FALL—Two seconds.

WEIGHT CLASSES—98, 105, 112, 119, 126, 132, 138, 145, 155, 167, 185, unl.

LENGTH OF MATCH—Three two-minute periods.

CONSOLATION MATCHES—Three periods; first, one minute, second and third, two minutes.

JUDGMENT DECISIONS—Judgment decisions by referee. May not be questioned. Warn coach, then penalize for unsportsmanlike conduct.

SIGNALING FOR STALLING—Do not stop the match for warning offensive or defensive wrestler. Stop to warn in neutral. Stop to penalize in all positions.

BLEEDING—Injury time is not counted for nosebleed. Time required to control bleeding from a cut or other injury, however, is counted as injury time.

NUMBER OF MATCHES—No wrestler shall compete in more than four full length matches in any day.

WEIGHT ALLOWANCE—Allowance of one pound added to growth allowance beginning on March 1. Beginning the first of March, there will be a net allowance of four pounds per weight class.

College

One or two piece uniform is optional with at least four-inch inseam. Team uniformity is required in dual meets.

One knee of offensive wrestler must be on the mat, but not necessarily the "near" knee.

One point for one minute or more accumulated time advantage more than opponent.

One second.

118, 126, 134, 142, 150, 158, 167, 177, 190, unl.

First period, two minutes; second and third periods, three minutes.

Three two-minute periods.

When judgment of official is questioned, the following penalty sequences follow: First offense, verbal warning; second offense, visual warning; third, deduct one team point, fourth, removal. Applies for total dual meet, each day of a quadrangular, each session of tourney.

Stop match when warning and penalizing in all situations except when warning or penalizing the defensive wrestler.

Nosebleed or any other excessive bleeding shall be interpreted as an injury without recording injury time.

No similar rule.

No similar rule.

WEIGH-IN—Shoulder-to-shoulder weigh-in within a maximum of one hour and a minimum of one-half hour before the time a dual meet is scheduled to begin.

COMPETITION—A wrestler weighing in for one weight class may be shifted to a higher weight, provided it is not more than one weight class above that for which his actual stripped weight qualifies him.

SWEAT BOX—The use of sweat box or similar heat devices for weight reduction purposes is prohibited.

UNLIMITED WEIGHT CLASS—Unlimited class contestants must weigh a minimum of 175 lbs.

ILLEGAL HOLDS—Any Salto or suplay in which a contestant goes to the top of his head from the standing position is illegal.

POSITION AT ADVANTAGE—Wrestler is in a position of advantage when he is hip-to-hip with his opponent off his base and has control of two of the three supports, even though the defensive wrestler has his hands locked around one leg.

TAKEDOWN—Interpretation on toes being supporting points: Only if knees are within the wrestling area is a takedown awarded.

OVERTIME—Is a completely new match and warnings and penalties are not accumulative from match to overtime period.

NEUTRAL STALLING—When a wrestler continuously avoids contact and plays the edge of the mat. When the wrestler steps out-of-bounds, it provides a sequence of: 1. Cautioning, 2. Warning Visually, and 3. Penalizing.

Five hour maximum, one-half hour minimum.

A contestant may wrestle any weight class above the one for which he weighed-in.

No similar rule.

No similar rule.

Full nelson is **not** illegal when offensive wrestler is out to the side. Straight back suplay is illegal.

No similar rule.

Picture No. 19. Toes are supporting points even though they are the only parts of either wrestler in bounds.

Similar, only criteria will determine winner in case of draw.

in the neutral position when the wrestler(s) is/are near the edge of the mat, the official shall call "Edge" and the wrestler(s) must attempt to move back toward the center of the mat or be called for Edge Violation. After a verbal caution, the Edge Violation will be treated as stalling.

Major Rules Changes for 1975-76

[The figures below refer to rule and section respectively.]

Each changed or altered segment is identified in the rules by a screen background.

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Rule 1

A MATCH, WRESTLERS, UNIFORMS & EQUIPMENT

A Match

SECTION 1. A match shall be conducted in each of the ten weight classifications between wrestlers of the same weight class. Matches shall be eight minutes in length divided into three periods.

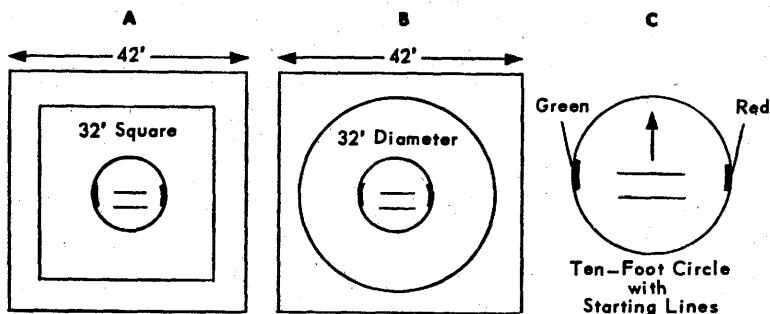
Representation SECTION 2. An institution shall be represented by only one wrestler in each weight class and no substitution is allowed for injured wrestlers in dual meets or tournaments.

Team Captains SECTION 3. Each team shall designate to the Referee one contestant as its Captain, who shall call the coin toss for choice of position for each weight class at start of second period. However, a team may be represented by more than one individual.

Persons Subject To the Rules SECTION 4. All wrestlers, coaches, trainers, and other persons affiliated with the teams are subject to the rules and shall be governed by the decisions of the officials.

Mats

Dimensions SECTION 5. The wrestling area of the mat shall not be less than a square 24 feet by 24 feet or a circular area 28 feet in diameter. All new mats shall have a wrestling area not less than a square 32 feet by 32 feet or a circular area 32 feet in diameter. There shall be a mat area of

**RECOMMENDED MAT SIZES**

Minimum mat size provides for a circle with a diameter of 28 feet as a legal wrestling area or a 24-foot square wrestling area with a mat area of approximately five feet in width which extends around the wrestling area proper. Any new mats purchased shall conform to Figures A or B.

approximately five 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 four inches nor less than the thickness of a mat which has shock absorbing qualities of a two-inch thick hair felt mat.

If a mat cover is used, it is recommended that it be sufficiently large to cover the mat proper and all supplementary mats, or laced underneath the mats. The wrestling area shall be marked on the mat cover or mat by painted lines two inches in width. At the center of the mat there shall be similarly painted a circle 10 feet in diameter, and it is recommended a different color be used than that for the boundary line. An area on the opposite sides of the 10-foot circle shall be designated by means of a 12-inch portion of the circle's arc on one side in green and directly opposite a similar portion of the arc in red. Contestants in starting the match and resuming wrestling in a neutral position will return to their respective designated areas. (Home—green, Visitor—red.)

Starting Lines

SECTION 6. There shall be placed at the center of the cover or mat, two one-inch *starting lines*, one of which lies in the diameter of the 10-foot circle, three feet in length and 10 inches apart. (See diagram above.)

Wrestlers

Limitations SECTION 7. No contestant shall be permitted to represent his institution in more than one weight class in any meet.

Forfeits SECTION 8. A contestant may not accept a forfeit in one weight class and compete in another class.

Shift Weight Class SECTION 9. A contestant who weighs in for one weight may be shifted to a higher weight class.

Uniforms and Equipment

Uniforms SECTION 10. The uniform shall consist of either:

- 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 illustrated in Figs. 1 and 2 (picture of legal shirt, back and front view). The front and back of the shirt shall not be cut lower than the level of the armpit and under the arms the shirt shall not be cut lower than one-half the distance between the armpit and the belt line.
- b. Properly cut one-piece or two-piece uniform is optional. This uniform must meet all requirements listed for the shirt and will also have a minimum of four-inch inseam at the legs. Team uniformity in dress is recommended.
- c. Light heelless gymnasium shoes reaching above the ankle and laced by means of eyelets.
- d. A protective headgear.
- e. In all tournaments, the home management shall have immedi-

ately available some means for clearly identifying the contestants. Such provisions may consist of red and green anklets approximately three inches wide.

Appearance SECTION 11. Contestants shall be clean-shaven, free of mustaches, sideburns trimmed no lower than ear lobe level and hair trimmed and well groomed. Because of the body contact involved, this rule has been approved in the interests of health, sanitary and safety measures. The hair in the back shall not extend below the top of an ordinary shirt collar and on the sides the hair shall not extend below ear lobe level.

Special Equipment SECTION 12. 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. Artificial limbs and loose pads are prohibited. The use of special medication during a match or time-out because of a pre-existent condition such as asthma, diabetes, etc., shall result in disqualification.

Enforcement SECTION 13. a. The legality of all equipment (mat markings, uniforms, headgear, devices, pads, etc.) and contestant's appearance shall be decided by the Referee.

b. The Referee shall also determine whether each contestant has complied with specified health, sanitary and safety measures as to appearance. These shall constitute the sole reasons for disqualification, and application of this rule shall not be arbitrary or capricious.

Rule 2

DEFINITIONS

Decisions SECTION 1. If no fall has resulted after expiration of the three regular periods of any match as provided in Rule 4, Sec. 3, 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 5, Sec. 2. If there is a tie in the number of points scored, the Referee shall declare the match a draw in dual meets. (See Rule 4, Sec. 6 for tournaments.)

Default SECTION 2. A default is awarded in a match when one of the wrestlers is unable to continue wrestling for any reason. (See Rule 4, Sec. 11.)

Disqualification SECTION 3. Disqualification is a situation in which a contestant is banned from participation in accordance with the Penalty Chart.

Escape SECTION 4. An escape occurs when the defensive wrestler gains a neutral position and the offensive wrestler has lost control while the supporting points of either wrestler are within the wrestling area.

Fall SECTION 5. 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 can observe that a fall is imminent, after which the shoulders or scapula area must be held in continuous contact with the mat in-bounds for one second before a fall is awarded. (See figure 15, WR-69.)

DEFINITIONS

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RULE 2
Section 5

- a. A fall shall not be awarded when one or both shoulders of the defensive wrestler are out-of-bounds. (See Sec. 8 this rule.)
- b. If either wrestler is handicapped by having any portion of his body out-of-bounds, 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 starting position on the mat. (See Secs. 11 and 14 this rule.)

Forfeit

SECTION 6. 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 in wrestling uniform and appear on the mat. (See Rule 3, Sec. 7 and Rule 4, Sec. 11b.)

Neutral Position

SECTION 7. A neutral position is one in which neither wrestler has control.

Out-of-Bounds

SECTION 8. Contestants are considered in-bounds if the supporting parts of either wrestler are inside the boundary lines. The line is considered out of bounds. A wrestler's supporting points are the parts of the body touching the mat which bear the wrestler's weight, other than those parts with which he is holding his opponent. When down on the mat, the usual points of support may be hands, feet, the knees, the side of the thigh and the buttocks. Wrestling shall continue as long as the supporting parts of either wrestler remain in-bounds; however, near-fall points or a fall may be earned only while the shoulders of the defensive wrestler are in-bounds. If there is no action at the edge of the mat and one wrestler is out of bounds, the official may stop the match.

Position of Advantage

SECTION 9. A position of advantage is a position in which a contestant is in control and maintaining restraining power over his opponent.

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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 Secs. 4, 7, 8 and 12 this rule.)

Near-Fall

SECTION 10. a. A near-fall is a position in which the offensive wrestler has control of his opponent in a pinning situation with:

- (1) Both shoulders of the defensive wrestler held momentarily (stopped) within 4 inches of the mat or less, or 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. Two points shall be awarded for such near-fall situations. A continuous roll-through is not to be considered a near-fall.
- (2) The criteria for a near-fall having been met uninterrupted for five seconds, three points shall be awarded. Whenever possible, a visual hand count is to be used in determining a three-point near-fall.

b. A near-fall is ended when the defensive wrestler gets out of a pinning situation. The Referee must not signal the score for a near-fall until the situation is ended and only one near-fall shall be scored in each pinning situation, regardless of the number of times the offensive wrestler places the defensive wrestler in a near-fall position during the pinning situation.

Only the wrestler with the advantage, who has his opponent in a pinning situation, may score a near-fall. Bridgebacks in body scissors or bridgeovers with a wristlock are not considered near-fall situations, even though a fall may be scored.

When the defensive wrestler places himself in a precarious situation during an attempted escape or reversal, a near-fall shall not be scored unless the offensive wrestler has control of and has definitely restrained his opponent in a pinning situation beyond normal reaction time.

Resumption of Wrestling After Out-of-Bounds SECTION 11. The position to be assumed by the contestants at the resumption of a match shall be neutral or in the starting 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 designated red and green areas on the 10-foot circle. If one wrestler has the advantage, he will take the offensive starting position at the center of the mat.

Reversal SECTION 12. A reversal occurs when the defensive wrestler comes from underneath and gains control of his opponent, either on the mat or in a standing position, while the supporting points of either wrestler are within the wrestling area.

Stalemate SECTION 13. When the contestants are interlocked in a position other than a pinning situation in which neither wrestler can improve his position, the Referee shall, *as soon as possible*, stop the match and wrestling will be resumed as for out-of-bounds.

Starting Position SECTION 14. a. *Defensive Wrestler*. A stationary position at the center of the mat in which the defensive wrestler is on his hands and knees facing *away from the timers' table*. He must keep both knees on the mat in contact with the rear starting line. The heels of both hands must be on the mat in front of the forward starting line. The elbows shall not touch the mat. (See illustrations Nos. 4 and 5, Starting Position.)

b. *Offensive Wrestler*. The offensive wrestler shall be on the right or left side of his opponent with at least one knee on the mat and his head on 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 and the palm of his other hand (left or right) placed on the back of the near elbow. One knee or foot shall be on the mat to the outside of the near

DEFINITIONS

leg, not touching the defensive wrestler, and a knee or foot may be placed in back of the defensive wrestler's feet. However, one knee must be touching the mat. (See illustrations Nos. 4 and 5, Starting Position.)

- c. The Referee is authorized to direct the offensive man to take a starting position after the defensive man is stationary in his starting position on the mat.

Takedown

SECTION 15. When, from a neutral position, a contestant gains control and places his opponent's supporting points down on the mat, and held beyond reaction time, while the supporting points of either wrestler are within the wrestling area, he has gained a takedown. Down on the mat, the usual points of support may be: knee(s), the side of the thigh and the buttocks. When the hand(s) bear the majority of the defensive wrestler's weight, the hand(s) are considered supporting points.

**Time-
Advantage**

SECTION 16. 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. A multiple timer may be used 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 of net time-advantage, no point is awarded. If he has one minute or more of net time-advantage, he is awarded a maximum of one point.

Rule 3

WEIGHT CLASSIFICATION AND WEIGHING-IN

Weight Classification

10 Weight Classes

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

118 lbs.	134 lbs.	150 lbs.	167 lbs.	190 lbs.
126 lbs.	142 lbs.	158 lbs.	177 lbs.	Unlimited

National Championships

SECTION 2. The National Collegiate Division I, II & III Championships shall be conducted in the above listed ten weights. Since conference meets are qualifiers for the championships, they will have to use the same ten weights.

Dual Meets

SECTION 3. Competition in dual meets shall be conducted in the weight order listed, unless changes have been mutually agreed upon at the time of weigh-in.

Weighing-In

Time

SECTION 4. a. *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 on scales provided by the host school. The exact maximum

time shall be decided by mutual agreement of the competing teams.

Teams may weigh-in on home scales by mutual agreement of coaches and shall furnish the weight list with actual weights listed. It is mandatory that the accuracy of all scales be certified by a qualified scale authority prior to the first official weigh-in each year.

- b. *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.

Supervision

SECTION 5. The Referee or other authorized person shall supervise the weigh-in of contestants.

Weight Allowance

SECTION 6. a. *Dual Meets.* For all dual meets, net weights shall be required. No overweight is permitted nor should it be requested. Members of both teams will be allowed one additional pound per day when one team is wrestling on two or three successive days, excluding Sundays (Maximum of two pounds). Meets held on Saturday and Monday are considered to be on successive days.

- b. *Tournaments.* In tournaments, a one-pound allowance shall be given each day over the weight limit of the previous day (Maximum of two pounds). The Tournament Committee will stipulate the time for the first weigh-in.

All contestants shall weigh-in without clothing for dual meets and tournaments.

Failure to Make Weight

SECTION 7. Any contestant failing to make weight at the minimum time shall be ineligible for that weight class. If a contestant fails to weigh-in on the second or subsequent days of a tournament after having qualified for such tournament, a forfeit shall be awarded his opponent and points for the forfeit and advancement shall be scored. (See 4-11e.)

**Medical
Examinations**

SECTION 8. At the time of the initial weigh-in of the annual National Collegiate Championships, a physician or physicians shall be present to examine all contestants for communicable diseases. In other tournaments and meets, it is recommended that a similar examination of all contestants be made at the time of weigh-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, shall be full and sufficient reason for disqualification.

Rule 4

CONDUCT OF MATCHES AND TOURNAMENTS

The Matches

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

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.

The home management shall notify visiting teams at least 10 days prior to the date of the meet the exact time and place of the meet and the name of the Referee.

Intentional Delay SECTION 2. The home team's contestant shall be sent onto the mat first and he cannot be withdrawn or replaced. A team intentionally delaying its appearance on the mat beyond five (5) minutes of established meet starting time shall have one team point deducted.

Length of Matches SECTION 3. All regular matches shall be eight minutes in length divided into three periods, with the first period two minutes and the second and third periods three minutes each. The first period will start with both contestants standing opposite each other on the green or red area of the 10-foot circle. The wrestlers will come forward, shake hands and step back to their designated areas and when the Referee sounds his whistle, begin wrestling. A fall during

this or either subsequent period terminates the match. If neither contestant secures a fall in the first period, the Referee shall recess the match and place the wrestlers in the starting position on the mat (Rule 2, Sec. 14) with the appropriate contestant in the position of advantage (Sec. 5 this rule). The second 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.

NOTE—In matches involving sight handicapped wrestlers, a finger touch method shall be used in the neutral position and initial contact be made from the front. (Illustration No. 3).

End of Match

SECTION 4. If no fall occurs during the final period and after the match is concluded, wrestlers will return to and remain on their respective (green or red) areas while the Referee checks with the scorers and timers table. Upon the Referee's return to the mat, the contestants will shake hands and the Referee will declare the winner in accordance with Fig. 23, WR-71. The time of the match is continuous except when the Referee stops and starts a match.

Failure to comply with end-of-match procedure, after being directed to do so, shall result in penalty points being assessed in dual meets and tournaments. The match is not ended until the Referee declares the outcome of the match with both contestants remaining on the mat. Failure to comply shall constitute unsportsmanlike conduct.

Choice of Position

SECTION 5. 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 the toss may choose the odd or even number of the weight classes listed consecutively. The choice of odd or even matches in dual meets is not altered in case of a fall, default, forfeit or disqualification.

b. *Tournaments.* 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 toss of a coin or disc.

Overtimes

SECTION 6. In tournament competition when the match ends in 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 a regular match.

The choice of position shall be determined by the toss of a coin. There shall be a 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-advantage scored in the overtime period shall be counted in determining a winner. Warnings, cautions and number of infractions do not carry over into the overtime. When there is a tie in points at the end of the overtime, the Referee shall select the winner. The following criteria will be applied, in the order listed, to determine the winner.

- a. **Abusive and Unsportsmanlike Conduct:** If the wrestler has been penalized for abusive and unsportsmanlike conduct, he shall lose.
- b. **Near Falls:** The wrestler that has accumulated the greater number of points for near falls shall be declared the winner.
- c. **Stalling:** If the above has produced equal points or no points for either wrestler, any wrestler having been (1) **Penalized** for stalling shall lose, or (2) **Warned** for stalling shall lose.

NOTE—If one man has been warned and penalized for stalling and the other man has been warned, the one who has been penalized will lose. The man penalized the greatest number of times for stalling will lose.

- d. **Takedowns:** If none of the above has produced a winner, the wrestler with the greater number of takedowns shall be declared the winner.
- e. **Reversals:** If none of the above has produced a winner, the wrestler with the greater number of reversals shall be declared the winner.

- f. **Escapes:** If none of the above has produced a winner, the wrestler with the greater number of escapes shall be declared the winner.
- g. **Riding Time:** If none of the above has produced a winner, the wrestler with the greater amount of riding time shall be declared the winner.
- h. **Other:** If none of the above has produced a winner, the Referee shall determine the winner, based on his opinion as to which wrestler was the superior wrestler.

**Consolation
 Matches**

SECTION 7. Consolation matches shall consist of three two-minute periods conducted in the same manner as regular matches in championships.

**Control of
 Mat Area**

- SECTION 8. a. All personnel, other than actual participating contestants, shall be restricted to an area reserved for such use. This area shall be at least 10 feet from the mat and scoring table.
- b. During tournaments a maximum of two team personnel will be permitted in the restricted area.

**Correction of
 Error**

- SECTION 9. a. When an error has been made in positioning a wrestler in the top or bottom position at the start of the third period, all points and time-advantage gained during the third period are cancelled. Following a rest period of one minute, the period shall be re-wrestled. (Errors occurring during first or second periods shall be corrected with wrestling resumed immediately.)
- b. If there is an error on the part of the timekeeper, scorers or Referee, the error shall be corrected and the Referee will then render his decision accordingly. When possible, this correction should be made by the Referee and should take place prior to the contestants leaving the mat area. Any error not resolved by the Referee shall be arbitrated by the Tournament Committee.

During a dual meet, correction shall be made by the Referee prior to the start of a subsequent match. An error during the last match of a dual meet must be corrected prior to the Referee having signed the scorebook.

When a coach believes the Referee has misapplied a rule (other than questioning judgment), he may approach the official's table and request that the match be stopped when there is no significant action. The Referee and coach shall discuss the situation in a rational manner directly in front of the official table. Both wrestlers shall remain on the mat. If there was an error, the Referee will make the necessary adjustments, explain to the opposing coach and wrestling will be immediately resumed. If there was no error and the Referee determines the coach's action as intentional delay of the match, or questions the Referee's judgment, he shall penalize the coach according to the following: (1) first offense—verbal warning; (2) second offense—visual caution; (3) third offense—deduct one team point; (4) fourth offense—remove from premises. The above offenses are accumulative throughout: (1) for each dual meet; (2) for each day (quadrangular and triangular meets); (3) for each session of a tournament.

Tournaments

Tournament Committee

SECTION 10. a. All tournaments shall have a Tournament Committee designated before the start of competition.

- b. This committee shall consist of at least three members and no more than five members.
- c. Duties:
1. Administration of the tournament.
 2. Arbitration of all disputes.

Administration

SECTION 11. a. Failure to verify entries by the stipulated deadline will result in disqualification from a tournament. Contestants thereafter failing to make verified weight will not be allowed to participate in

another weight classification.

NOTE—Weigh-in will constitute verification for NCAA Division I Championships.

- b. Contestants will be allowed a maximum of five (5) minutes to appear ready to compete at the specified mat. Failure to appear will result in forfeit to opponent.
- c. Defeat due to injury in a tournament does not eliminate a contestant from further competition.
- d. In case of injury or illness, the host school's physician, in consultation with the chairman of the Tournament Committee, will rule on contestant's ability to continue. Extenuating circumstances concerning any injury or illness as it relates to defaults and forfeits will be considered by the Tournament Committee.
- e. A forfeit will eliminate a contestant from further competition in tournaments.
- f. A disqualification may eliminate a contestant from further competition in tournaments. (See Note under Penalty Chart.)
- g. Any contestant who fails to check in or to make weight for each day of a tournament is ineligible for further competition and cannot place in the tournament, except as covered in 4-11d.
- h. No contestant shall wrestle two matches in any tournament with less than one (1) hour rest between such matches.
- i. The Rules Committee recommends that medals and team trophies be formally presented in a ceremony made as impressive as possible.
- j. Any conference or other tournament may be conducted under any bracketing agreed upon by participating schools, except for those tournaments which qualify wrestlers for the national championships.

**Mat Judges,
Number**

SECTION 12. In all tournament semifinal, championship and championship consolation matches, two mat judges shall be assigned to assist the Referee. Majority vote of the Referee and two judges will prevail.

**Mat Judges
Procedure**

SECTION 13. The use of two mat judges is designed to minimize human error inasmuch as three qualified officials will be involved in matters of rule application and judgment. The judges will be granted the same mobility as the Referee, but will remain as inconspicuous as possible. The Referee will be in complete control of the match and when questions arise, he will take action as outlined below.

- a. Verbal communication between judge and Referee is encouraged.
- b. Disagreement by either mat judge will be indicated utilizing the appropriate signal, color display or raising the hand in gaining the attention of the Referee.
- c. When only one mat judge disagrees, the Referee will not recognize him if not in agreement.
- d. When both judges disagree with the Referee, he will stop the match as soon as it is practical and indicate Referee's time-out. The Referee will avoid interrupting the match while significant action is in progress.
- e. When necessary, the judges and Referee will meet quickly in front of scorers' table to discuss the disagreement.
- f. Agreement will be reached by majority vote of the Referee and two judges.
- g. A judge may support, disagree or have no opinion relative to a decision. However, the Referee's vote shall prevail in the event of a tie.
- h. When a decision is reached, the Referee will inform the scorers' table of any change in the match scoring.
- i. The Referee, judges and two contestants are the only individuals permitted to step onto the wrestling mat. Coaches are not permitted to address the judges.

Places Scored

SECTION 14. In tournaments awarding four places, the loser in the final first-place match shall automatically take second place. The winner in the final consolation match shall be awarded third place and the loser fourth place. In tournaments where six places are scored, the

defeated wrestlers in the consolation semifinals shall wrestle for fifth and sixth places. In tournaments where eight places are scored, the defeated wrestlers in consolation quarterfinals shall wrestle for seventh and eighth places.

Drawings Section 15. Immediately after the verification of entries, drawings will be made in accordance with the graphic illustration as provided in Sec. 18 of this rule.

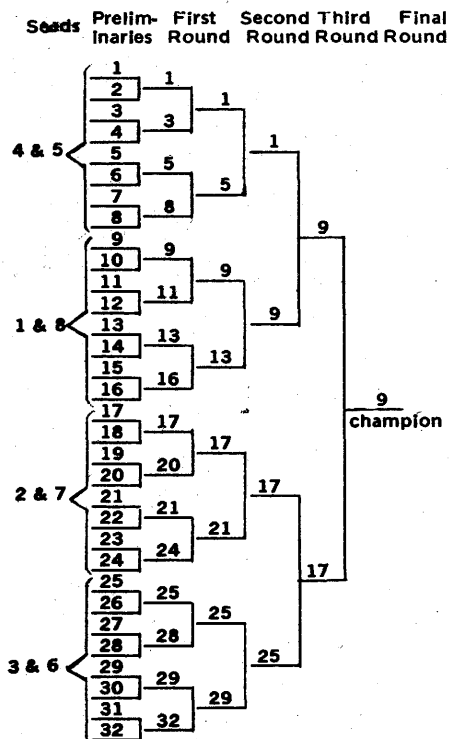
Seeding SECTION 16. Whenever there are two outstanding contestants in any class, the name of one of these contestants shall be placed in the upper half of the drawing bracket and the name of the other in the lower half. In case several seeded men are of equal ability, their seeded positions shall be 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.

Usually, consideration for determining seeded wrestlers is given to: (a) a returning champion or runnerup, (b) a contestant with an undefeated season record, and (c) a contestant with an exceptional record against acknowledged strong opposition.

Byes SECTION 17. 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 higher power of two. 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 Sec. 18 this rule.

SECTION 18. *Graphic Illustration of Drawings and Seedings*



When using a 32-man bracket, if byes are drawn, they will take their places as shown in the first round column as follows:

First bye - Line 32

Second bye - Line 1

Others, in order - Lines

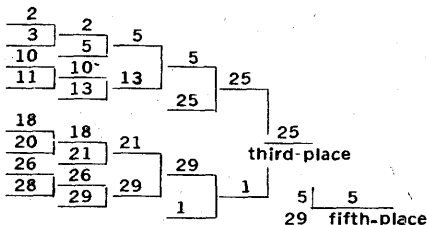
17, 16, 28, 5, 21, 11, 29,
 3, 25, 8, 24, 9, 20

When using a 16-man bracket, byes will take their places in the same order as shown in the second round column.

- No. 1 seeded man draws for possible positions 9 through 16 in 2nd quarter.
- No. 2 seeded man draws for possible positions 17 through 24 in 3rd quarter.
- No. 3 seeded man draws for possible positions 25 through 32 in 4th quarter.
- No. 4 seeded man draws for possible positions 1 through 8 in 1st quarter.
- No. 5 seeded man draws for position in opposite half of 1st quarter.
- No. 6 seeded man draws for position in opposite half of 4th quarter.
- No. 7 seeded man draws for position in opposite half of 3rd quarter.
- No. 8 seeded man draws for position in opposite half of 2nd quarter.

If seedings hold true, quarterfinals should pit No. 4 against No. 5, No. 1 against No. 8, No. 2 against No. 7, and No. 3 against No. 6.

Consolation Pairings

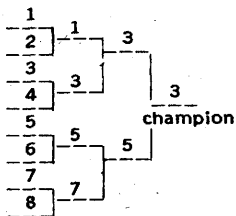


- 2 represents first man defeated by quarter-final winner 1
 - 3 represents second man defeated by quarter-final winner 1
 - 5 represents third man defeated by quarter-final winner 1
 - 10 represents first man defeated by quarter-final winner 9
 - 11 represents second man defeated by quarter-final winner 9
 - 13 represents third man defeated by quarter-final winner 9
 - 25 represents loser of championship semi-final in lower half of bracket.
- } First Quarter
 } Second Quarter

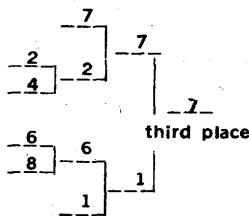
- Loser of consolation final (1) places fourth.
- Loser of consolation semi-finals (5 and 29) compete for fifth place;
- Loser of this bout places sixth.
- Loser of consolation quarter-finals (13 and 21) compete for seventh place;
- Loser of this bout places eighth.

Graphic Illustration of Bracketing for Eight-Man Draw:

CHAMPIONSHIP



CONSOLATION



Contestants Eligible for Third Place Matches SECTION 19. a. Immediately after completion of the first quarterfinal match in each weight, consolation rounds shall start among all contestants defeated by the winner of this quarterfinal match. At the conclusion of the championship semifinals, the losers of those semifinals shall be cross-bracketed into the consolation semifinals (See b. following.)

After completion of the second, third and fourth quarter-final matches in the same weight, the same plan shall be followed as indicated in the preceding paragraph.

- b. Consolation matches to determine third place and subsequent places shall 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 semifinalists in this quarter-bracket.

The winner of the consolation matches involving eligible wrestlers from the first quarter-bracket should be matched with the winner of the consolation matches involving eligible wrestlers from the second quarter-bracket. The winner of this match should be paired with the loser of the championship semifinal bout in the *lower half* of the bracket (cross-bracketing) in the consolation semifinals. The same procedure should be followed with the consolation winners from the third and fourth quarters, the winner being matched against the semifinal loser from the *upper half*.

The eligible contestants are designated in a. of this section.

- c. In the event two wrestlers who have competed against each other previously in the tournament are paired again for either third place or for fifth place, the matches shall be wrestled and scored as if they had not met previously.

Example

SECTION 20. Referring to the Graphic Illustration under Sec. 18, those eligible for the third-place rounds are 2, 3 and 5 from the first quarter; 10, 11 and 13 from the second quarter and 25 as the loser of the championship semifinal in the lower half; plus 18, 20 and 21 from the third quarter; 26, 28 and 29 from the fourth quarter and 1 as the loser of the championship semifinal in the upper half. Only the semifinal losers are cross-bracketed.

We will assume that 2 wins from 3 and 5 wins from 2; that 10 wins from 11 and 13 wins from 10, that 18 wins from 20 and 21 wins from 18; that 26 wins from 28 and 29 wins from 26.

5 then wins from 13 and is matched in the consolation semifinals against 25. 29 wins from 21 and is matched in the consola-

tion semifinals against 1. The winners of the consolation semifinals compete for third and fourth places and the losers compete for fifth and sixth places.

All third-place, fifth-place and seventh-place matches shall be conducted prior to the first-place championship matches.

National Collegiate Division I Championships

Eligibility SECTION 21. Each participant in the National Collegiate Division I, II & III Wrestling Championships must be eligible under the rules of (1) his own institution; (2) the intercollegiate athletic conference of which his institution is a member, if such affiliation is held, and (3) the National Collegiate Athletic Association. The eligibility rules of the Association are set forth in the NCAA Manual.

Qualifying Procedures For 1976 SECTION 22. In 1976, the total number of qualifiers for the National Collegiate Championships will be determined as follows:

	No. of Qualifiers	No. of Wild Card
Big Eight Conference	3	6
Big Ten Conference	3	6
Eastern Intercollegiate WA	3	1
Pacific-8 Conference	2	7
Eastern Wrestling League	2	7
Division II Championships	2	2
Division III Championships	1	3
East Regional Championships	1	8
West Regional Championships	2	7
Mid-American Conference	2	1
Western Athletic Conference	2	4
Atlantic Coast Conference	1	1
Big Sky Conference	1	1
East Coast Conference	1	1
Southeastern Conference	1	8
Southern Conference	1	1
New England University WA	1	1

(This plan is subject to review and change each year)

NOTE—Requests to host NCAA Championships must be submitted to the Chairman of the NCAA Wrestling Committee in writing.

CONDUCT OF MATCHES AND TOURNAMENTS

NOTE—As of 1976, all Qualifying Tournaments will be held two weeks prior to the NCAA Division I Championships, except Divisions II & III Championships.

All NCAA Division I schools that are not members of the conferences listed above will qualify through either the East (Districts 1, 2, 3, 4) or West (Districts 5, 6, 7, 8) Regional Qualifying Tournaments. Division schools qualify through the NCAA Division II & III Championships as listed above.

Entries SECTION 23. a. All entries (including wildcards) will be submitted to the National Collegiate Championships Tournament Director immediately following the determination of the qualified contestants by the Director of the qualifying tournament.

b. Wildcard qualifiers are selected place winners from qualifying tournaments. These selections must come from those placing no more than two places below the number of qualifiers from that tournament.

c. There will be no alternates or substitutes.

d. A wrestler may compete in the National Championship finals only in the weight classification in which he qualified.

Entry Fee SECTION 24. The entry fee for all National Collegiate Championships will be four dollars (\$4.00) per contestant.

Verification Of Entries & Weigh-In SECTION 25. The initial weigh-in will constitute verification for Division I Championships. Weigh-in will be held from 5-6 p.m. the evening prior to the first day competition begins. Subsequent weigh-ins will be held following the last wrestling session each day, for a duration of one hour, beginning immediately following the close of competition **or** weigh-ins will be held the day of competition a maximum of five hours and a minimum of four hours prior to the beginning of scheduled competition. Finalist will weigh-in the night before the final day of competition, as per above **or** between 9-10 a.m. the morning of the final day.

**Eligibility
Entry Form**

SECTION 26. Eligibility entry form shall be completed by 2:00 p.m. (time at site of tournament) on the day prior to initial competition and participation by the designated institutional representative.

Seeding

SECTION 27. Qualifiers to the National Collegiate Championships will be seeded and drawn in each bracket. (See Rule 4, Sec. 16.)

In order to be considered for seeding, a complete record of each individual qualified for the National Collegiate Championships must be submitted by his coach to the Tournament Director.

These data shall include results of all matches and tournaments (under collegiate rules and against collegiate opponents) at all weight classes during current season and shall be certified by the institution's athletic director. Seeded wrestlers will be listed on the official bracket sheets.

**Regional
Qualifying**

SECTION 28. The sites of the two regional championships will be recommended by the NCAA representatives on the Wrestling Committee to the NCAA Executive Committee.

It will be the responsibility of each Regional Championships Director to send all qualifying material to the National Collegiate Championships Tournament Director.

DIVISION II & III MODIFICATION

1. Verification—Entries shall be completed by 12 noon (time at tournament site) of the day prior to the tournament.

2. Weigh-in—Shall be held from 4 to 5 p.m. of the evening prior to the day competition is to start.

3. A wrestler must have a .600 dual meet won/lost record or have placed 3rd or higher in his conference to qualify for the Division II & III Tournaments.

Scoring

SECTION 29. For the National Collegiate Division I, II & III Championships, six places to be scored. (See 5-4 for scoring values.)

Awards SECTION 30. For the National Collegiate Division, I II & III Championships, awards will be presented to six places.

NCAA Games Committee SECTION 31. The National Collegiate Championships shall be under the control and supervision of the NCAA Wrestling Committee. The Wrestling Committee shall appoint a games committee to supervise actively the conduct of the championship.

The Games Committee shall include the director of athletics of the host institution, or his designated representative, and the chairman of the Wrestling Committee, who shall serve as chairman of the Games Committee.

Rule 5

SCORING

SECTION 1. Match scoring must be kept in plain view of spectators, contestants and coaches. It is strongly recommended that a timing device be available and visible for the purpose of recording time-advantage. If a visible timing device is not available, information on time-advantage shall be made available to coaches during the progress of the match by the Timekeeper.

Individual

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

Takedown (by each wrestler) (Rule 2, Sec. 15)	2 points
Escape (Rule 2, Sec. 4)	1 point
Reversal (Rule 2, Sec. 12)	2 points
Near-Fall (Rule 2, Sec. 10)	2 or 3 points
Time-Advantage (Rule 2, Sec. 16)	1 point for one minute or more of net accumulated time in the advantage position. One point is the maximum to be awarded for the match and this point shall be recorded on the final score.

Penalties (See Rule 7 and the Penalty Chart).

NOTE—Method of recording score for an overtime match.

Example: 3-3, 1-0 (OT)*

3-3, 1-1

* OT—Overtime

RD—Referee's Decision

TOURNAMENT SCORING CHART

	1st	2nd	3rd	4th	5th	6th	7th	8th
Four Places	10	7	4	2				
Six Places	16	12	9	7	5	3		
Eight Places	16	12	9	7	5	3	2	1

Team

Dual Meets SECTION 3. a. *Fall.* Six team 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 six points for each weight class.

b. *Decision.* A decision by a margin of less than eight points shall score three team points. When the margin is eight points or more, four team points will be scored. When the margin is 12 points or more, five team points will be scored.

c. *Draw.* In case of a tie, two points shall be scored for each team.

Tournaments SECTION 4. a. *Places.* In tournaments, individual placement points shall be awarded as soon as earned. Placement points already earned will be deducted in case of forfeit or disqualification.

In tournaments scoring eight places, the winner of each championship quarterfinal shall be awarded three (3) place points, the winner of each championship semifinal shall be awarded nine (9) additional place points and the winner of each championship final shall be awarded four (4) additional place points. The winner of the final preliminary round of consolations shall receive one (1) place point. The winner of the quarterfinal consolation match shall receive two (2) additional place points, the winner of the consolation semifinals shall receive four (4) additional place points. The winner of third place and the winner of fifth place shall receive two (2) additional place points, while the winner of seventh place shall receive one (1) additional place point.

In tournaments scoring six places, the winner of each championship quarterfinal shall be awarded three (3) place points, the winner of each championship semifinal shall be awarded

nine (9) additional place points and the winner of each championship final shall be awarded four (4) additional place points. The winner of the quarterfinal consolation match shall receive three (3) place points. The winner of the consolation semifinals shall receive four (4) additional place points. The winner of third place and the winner of fifth place shall receive two (2) additional place points.

In tournaments scoring four places, the winner of each championship semifinal shall be awarded seven (7) place points and the winner of each championship final shall be awarded three (3) additional place points. The winner of each consolation semifinals shall receive two (2) place points and the winner of third place shall receive two (2) additional place points.

- b. **Advancement Points.** One team point shall be scored for each match won in the championship bracket and one-half point in the consolation bracket except for the final first, third, fifth and seventh place matches. No points are awarded for a bye in any round.
- c. An additional point shall be scored for each match won by fall, default, forfeit or disqualification throughout the tournament.

One-half point shall be awarded for each match won by eight or more points. Three-quarter point shall be awarded for each match won by 12 or more points.

SUMMARY OF SCORING

<i>Dual Meet</i>		<i>Tournament</i>	
Fall	6 pts.	Fall	1 pt.
Forfeit	6 pts.	Default	1 pt.
Default	6 pts.	Forfeit	1 pt.
Disqualification	6 pts.	Disqualification	1 pt.
Decision		Advancement	
(by 12 or more pts.) ..	5 pts.	Championship Bracket ..	1 pt.
(by 8 thru 11 pts.) ...	4 pts.	Consolation Bracket ...	½ pt.
(by less than 8 pts.) ...	3 pts.	Decision	
Draw	2 pts.	(by 12 or more pts.) ..	¾ pt.
		(by 8 or more pts.) ..	½ pt.
		<i>Individual Match</i>	
Takedown	2 pts.	Near Fall	2 or 3 pts.
Escape	1 pt.	Time-Advantage	1 pt.
Reversal	2 pts.	(Maximum for 1 full minute)	

Rule 6

INFRACTIONS

Misconduct SECTION 1. Misconduct by either wrestler is a technical violation and includes swearing, throwing the headgear or indicating displeasure with a decision. Penalty—One match point awarded to the opponent.

Abusive or Unsportsmanlike Conduct SECTION 2. Abusive or unsportsmanlike conduct during or immediately following a match includes any conduct which interferes with the orderly progress of the match. This includes coaches, contestants, all team personnel (manager, trainer, physician) or spectators. Penalty—Deduct one team point. For spectators the penalty is removal from premises, by home management, without a deduction of a team point from either team.

Flagrant Misconduct SECTION 3. a. Flagrant misconduct, such as striking an opponent or continuing unnecessary roughness, will be penalized by the deduction of one team point and disqualification of the contestant. A contestant so disqualified in tournament competition is not entitled to placement points but will be credited with advancement and fall points earned prior to the incident, with other contestants remaining in their respective position.

b. If the offender is someone other than a contestant (coach, trainer, manager, etc.), the penalty is deduction of one team point and removal from the premises.

**Unnecessary
Roughness**

SECTION 4. Either before, during or following a match, intentional striking, gouging, kicking, hair pulling, butting, elbowing, biting, or an intentional act which endangers life or limb shall be penalized. (See Penalty Chart, Note 2.)

**Foreign
Substance
On Skin**

SECTION 5. 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 substances shall be cumulative with the time out for injuries throughout the match. The total time out shall not exceed three minutes. (See Rule 7, Sec. 5.)

NOTE—This provision is applicable when contact lens are dislodged or lost during a match.

Holds

Illegal

SECTION 6. Any hold shall be allowed except the hammerlock above the right angle; the twisting hammerlock; front headlock; headlock without the arm; the straight head scissors (even though the arm is included); over-scissors; strangle holds; all body slams; twisting knee lock; key lock; overhead double arm bar; the bending; twisting or forcing of the head or any limb beyond its normal limits of movement; locking the hands behind the back in a double arm bar from the neutral position; full back suplay from a rear standing position and any hold used for punishment alone. (See illustrations Nos. 9 through 41.)

NOTES

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.

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 during a takedown. When a contestant lifts his opponent off the mat and brings him forcibly to the mat with the upper half of the body coming in contact with the mat first, a slam will be called. A forceful trip may be considered as unnecessary roughness. A slam shall be called without hesitation following the situation occurring.
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.
4. A leg hooked over the top toe of an opponent's straight body scissors is interpreted as an over-scissor and therefore illegal.
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 a 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.
6. *Whenever possible, an illegal hold should be prevented rather than called.*
7. The three-quarter nelson is not to be interpreted as a headlock.
8. Pulling the head over the shoulder with hands locked or overlapped is not to be interpreted as a headlock.
9. The double arm bar is legal while in a neutral position if hands are locked at the side. (See Illustration 21.)

Potentially Dangerous

SECTION 7. The double wristlock, toe hold, chicken wing, split scissor, guillotine, when being applied with the limb forced beyond normal range of movement, and other holds which may cause injury when used legally are considered potentially dangerous holds. (See Illustrations Nos. 10, 11, 20, 29, and 33.)

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 chicken wing is a legal but potentially dangerous hold. When the hand of the defensive wrestler goes behind the back

with parallel pressure to the long axis of the body, it becomes a twisting hammerlock and is illegal. (See Illustrations Nos. 30, 31, 32 and 33.) The double wristlock and chicken wing become illegal when forced into a twisting hammerlock position, as in the case of applying the force parallel instead of perpendicular to the long axis of the body. This also applies to the full nelson.

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. The Referee should promptly stop any and all holds which in his opinion are for punishment alone. 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 penalty points should be awarded. The match shall be resumed in the neutral or starting position on the mat as determined by the position held at the time the match was stopped.

Any holds over the mouth, nose, eyes or front of the 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 the 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. 36 through 40.)

Technical Violations

Stalling

SECTION 8. a. It is the responsibility of contestants, officials and coaches to avoid the use of stalling tactics or allowing the use thereof. Action is to be maintained throughout the match by the contestants making an honest attempt to stay in the circle and wrestle aggressively whether on the top, bottom or neutral positions. This concept shall be demonstrated by those responsible with strict enforcement by officials. A stalling penalty is preceded by a warning and there shall be only one warning per contestant per match.

When an official *recognizes* stalling occurring at any time and in any position, he will warn the offender and thereafter violations will be penalized when stalling recurs. *These provisions require the Referee to penalize stalling without hesitation.*

- b. *Holding Legs*—Repeatedly grasping or interlocking hands around a leg resulting in a stalemate situation, in any position, is to be considered stalling. It is stalling when the wrestler in the advantage position on the mat grasps the defensive wrestler's leg or legs with both hands or arms unless such action is designed to break his adversary down for the purpose of securing a fall 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 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 breakdown when he is holding a leg or legs with both hands or arms.
- c. *Neutral Position*—Each wrestler must make an honest attempt to stay within the 10-foot circle and maintain an attack to secure a takedown 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 a takedown and make an effort to work back into the circle.
- d. *Edge Violation*—In the neutral position when the wrestler(s) is/are near the edge of the mat, the official shall call "Edge" and the wrestler(s) must attempt to move back toward the center of the mat or be called for Edge Violation. Blocking the movement back toward the center of the mat is also a violation. If a takedown is in progress near the edge of the mat, "Edge" will not be called. After a verbal caution, the Edge Violation will be treated as stalling. The Referee shall stop the match to give the verbal caution.
- e. *Advantage Position*—The contestant in the advantage position on the mat shall make an honest attempt to secure a fall. Intentionally releasing an opponent is not considered stalling. The released wrestler is to be allowed reaction time before a takedown can be attempted. The responsibility to improve the

position in the rear standing position lies with the offensive wrestler. Failure to attempt to take your man back to the mat should be treated as stalling.

- f. *Defensive Position*—Refusing to wrestle aggressively in the defensive position is stalling and shall be penalized as a technical violation. Referee will give both visual and verbal warning *without stopping* the match. (See Penalty Chart.)

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

- g. *Delaying Match*—Delaying the match such as straggling back from out-of-bounds, unnecessarily changing or adjusting equipment, is stalling and shall be penalized as stalling.

Interlocking Hands

SECTION 9. The wrestler in the position of advantage may not interlock or overlap his hands, fingers or arms around his opponent's body or both legs unless his opponent has all of his weight supported entirely on his feet or he has him in a pinning situation. The mere touching of the defensive wrestler'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 wrestler is allowed reaction time to release the lock. It is unsportsmanlike for the defensive wrestler 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. 41 through 44 and Fig. 16.)

NOTE—The Referee shall not stop action when signaling the 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 shall stop the match and award the penalty. (See Penalty Chart and Fig. 16.)

**Leaving Mat
Without
Permission**

SECTION 10. It is a technical violation to leave the mat without first receiving permission to do so from the Referee.

**False Starts &
Starting
Positions**

SECTION 11. Assuming incorrect starting position and making false starts are technical violations. The sequence of penalty will be:

- a. Verbal caution.
- b. Visual caution, signified by a C, formed by the forefinger and thumb.
- c. A penalty point.

**Going Off
The Mat**

SECTION 12. Going off the mat or forcing his opponent off the mat any time by either wrestler, as a means of avoiding wrestling, is a technical violation. Such points will not be awarded in situations where near-fall points are earned.

**Grasping
Clothing**

SECTION 13. Grasping of clothing, mat or mat cover or headgear by a contestant is prohibited, 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 Sec. 9.)

Rule 7

PENALTIES AND WARNINGS INJURIES AND DEFAULTS

Penalties and Warnings

Penalty Chart

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

Indicating Infractions

SECTION 2. When indicating an infraction, the Referee shall stop the match, except when warning and penalizing the defensive wrestler for stalling, give the hand signal to indicate the points or warnings (Figs. 12 and 13) and announce the penalty so the contestants, scorers, coaches and spectators are aware of the infraction.

Coaching Injured

Contestant

SECTION 3. Any coaching to the injured contestant during injury time out shall be a technical violation. During injury time out, both wrestlers shall remain on the mat. The Referee shall position himself near the injured wrestler. The coach of the injured wrestler may approach his wrestler, but any verbal communication (other than that regarding the injury) shall be interpreted by the Referee as coaching.

Warnings and Sequence of Penalties

SECTION 4. The Penalty Chart indicates the sequence of warnings and penalties and they are accumulative throughout the match.

Injuries and Defaults

Time Out

SECTION 5. a. An injured contestant is entitled to a maximum time-out of three minutes which

is cumulative throughout the match, including the overtime. 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.

b. Nose bleed or any other excessive bleeding shall be interpreted as an injury and shall be treated as an injury time-out without the recording of time. The number and length of time-out periods for such bleeding is left to the discretion of the Referee.

Unconscious

SECTION 6. If a contestant is rendered unconscious, he shall not be permitted to continue after regaining consciousness without the approval of a physician. If the injured contestant is unable to continue wrestling, the match shall be awarded in accordance with Secs. 7 and 8 of this rule.

Accidental Injury

SECTION 7. If a contestant is accidentally injured and is unable to continue the match, his opponent shall be awarded the match by default.

Injury from Illegal Action

SECTION 8. If a contestant is injured by any illegal action to the extent that he is unable to continue following a maximum of three minutes rest, the match shall be defaulted to the injured contestant. In case of an intentional attempt to injure an opponent, the offender shall be disqualified. Time-out for injury because of an illegal hold *does not count* against an injured wrestler's injury time. (Max. three minutes.) (See Rule 6, Sec. 3, and Penalty Chart for Flagrant Misconduct.)

Attendants During Time-Out

SECTION 9. No more than two attendants and a physician shall be permitted on the mat with the wrestler during time-out.

Rule 8

OFFICIALS

Referee

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 socks and black gym shoes.
- d. Black belt.
- e. Referee shall be neatly attired.

Other accessories—silver coin or colored disc and whistle.

Responsibility 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.

Duties SECTION 3. a. Before the contestants come to the mat, the Referee shall:

- (1) Inspect contestants for grooming, 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.
- (2) Inspect mat for official markings. (See Rule 1).

- (3) Clarify the rules with coaches and contestants.
 - (4) Advise contestants to report to their designated areas (red and green) on the circle at the center of the mat opposite each other and ready to wrestle.
- b. Before a 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 4, Sec. 5a).
 - c. The Referee will use the Wrestling Officials' Signals.
 - d. The Referee shall notify the timekeepers as follows:
 - (1) When the match is started or stopped for any reason.
 - (2) When time-advantage begins or ends for a contestant.
 - (3) Whenever time is involved in any situation occurring in the match.
 - e. The Referee will signal and verbally notify the scorer and contestants when warnings or points are awarded to either contestant. (See Signals for Referees, page 64.)
 - f. 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 6 and 7. On each warning and penalty, except the warning and penalty 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.)
 - g. 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.

- h. The Referee shall position himself near the injured wrestler during injury time-out. He is to watch for coaching of the injured wrestler.
- i. The Referee should not place his hands under the shoulders of a contestant unless absolutely necessary to determine a fall.
- j. The Referee should meet promptly, in a spirit of good sportsmanship, any situation developing unexpectedly.
- k. If, at the end of a match, there is a doubt as to the winner, the Referee shall order the contestants to stay at their designated areas on the 10-foot circle 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 scoreboard and the Referee shall declare the winner. In dual meets, if the match is a draw, the Referee will raise the hands of both wrestlers. (See 4-4). (See Referees' Signals).
- l. The Referee shall sign official score sheet or score book certifying final results.
- m. 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
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WHEN MULTIPLE TIMER IS USED

Timekeeper	Visiting Scorer	Announcer or Home Scorer
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Other Officials

Match Timekeeper SECTION 4. The Match Timekeeper is responsible for:

- a. Assistant timekeepers and scorers, and should be constantly checking their activities at all times.
- b. Keeping the overall time of the match.
- c. Keeping and recording accumulated time-outs for injury.
- d. Notifying the Referee: after a significant situation has passed; or the match is stopped; or a disagreement by the official scorers or timekeepers; or when requested by the coach to discuss a possible error.
- e. Assisting, when requested by the Referee, in determining whether a situation occurred before or after the termination of a period.
- f. Calling the minutes to the Referee, contestants and spectators in each match. The last minute of each period shall be reported at 15-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.

- g. Informing contestants and coaches, when requested, of time advantage accumulated if visual clock is not available.

Assistant Timekeepers SECTION 5. The Assistant Timekeepers are responsible for:

- a. Recording the accumulative time-advantage of the contestants to whom they have been assigned (usually

opponents) 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 actual 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 6. The Scorers are responsible for

- a. Recording which contestant has the down position 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 scoreboard 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 point, if earned, in the final match score.
- h. Make out overtime score cards for the judges.

Penalty Chart

Infractions	Warning	First Penalty	Second Penalty	Third Penalty	Fourth Penalty	Rule 6 Sections
*Illegal Holds	No	1 Pt.	1 Pt.	2 Pts.	Disqualify	6
*Technical Violations	No	1 Pt.	1 Pt.	2 Pts.	Disqualify	8-13
Stalling	Yes	1 Pt.	1 Pt.	2 Pts.	Disqualify	8
**Unnecessary Roughness	No	1 Pt.	1 Pt.	2 Pts.	Disqualify	4
Abusive and/or Unsportsmanlike Conduct	No	1 Match Pt. To Opponent	Remove From Premises	(Removal is for duration of dual meet or tournament session only)		2
Flagrant Misconduct	No	Disqualify on first offense and deduct 1 team point				3
Intentional Delay of Match or Questioning Referee's Judgment						3
Greasy Substance on Skin, Objectionable Pads and Braces, Illegal Equipment or Illegal Costume	Deduct 1 team point and disqualification of contestant					5 (Also, Rule 1)

SUMMARY OF TECHNICAL VIOLATIONS (Rule 6, Sec. 8-13)

- Interlocking Hands (Sec. 9)
- Holding Legs (Sec. 8)
- Leaving Mat Without Permission (Sec. 10)
- ***False Starts and Starting Position (Sec. 11)
- Going Off Mat (Sec. 12)
- Stalling (Sec. 8)
- Grasping Clothing, etc. (Sec. 13)
- Misconduct
- Coaching During Injury Time-out (7-3).

REMINDER:

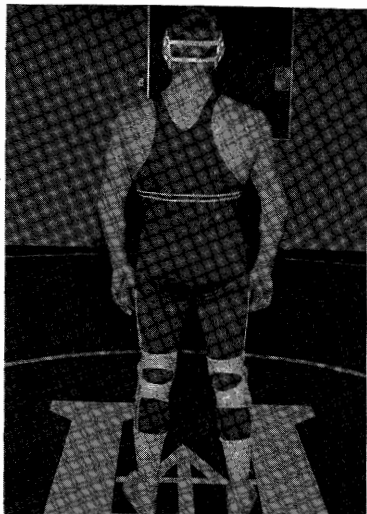
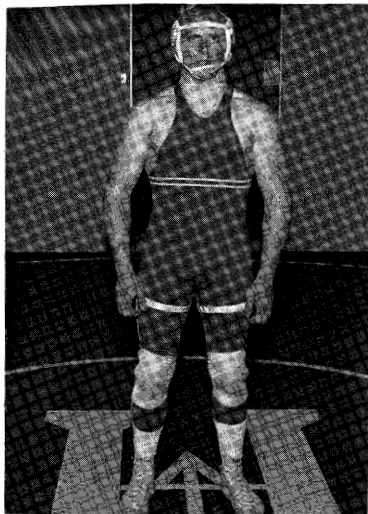
- The number of penalties are accumulative throughout match.
- *Note 1—Disqualification due to technical violation, illegal holds, or less flagrant unnecessary roughness does not

eliminate a contestant from further competition in tournaments. Disqualification for any other reason eliminates a contestant from further competition in tournaments.

**Note 2—Points for unnecessary roughness may be awarded in addition to points earned.

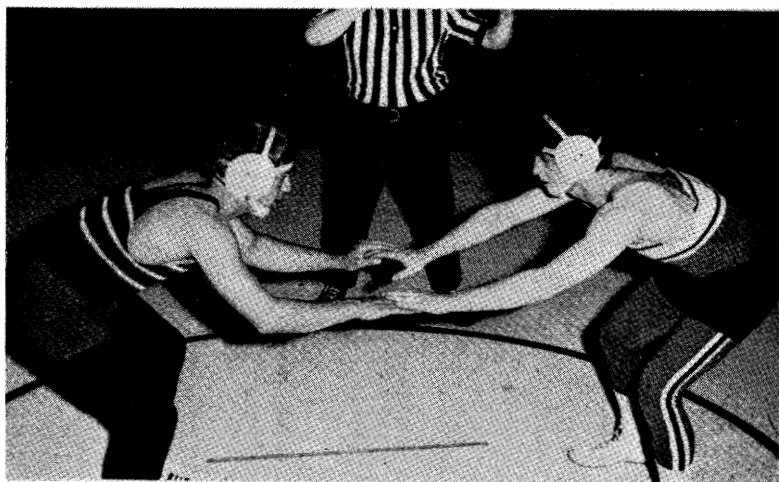
EXAMPLE—Wrestler "A" in first period locks hands — penalty, 1 pt. Second period, he uses illegal hold — penalty, 1 pt. Later in second period he is warned for stalling. In third period, he is called for stalling again — penalty, 2 pts. Later in third period he locks his hands — penalty, disqualification.

***Note 3—Verbal cautions for false starts and starting position are not to be recorded as warnings.



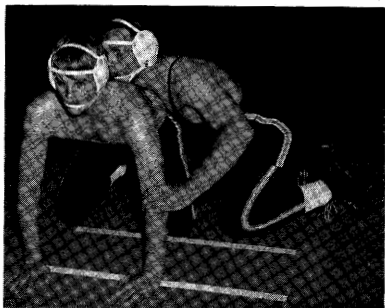
Nos. 1 and 2—FRONT AND REAR VIEW OF SHIRT AND UNIFORM

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



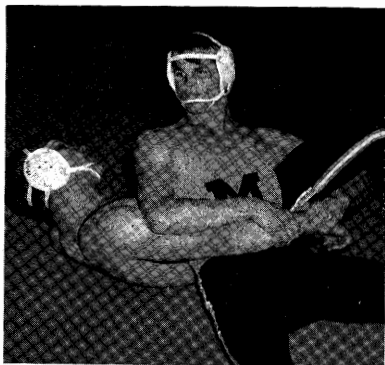
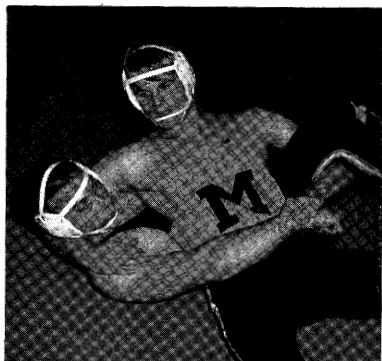
No. 3—TOUCH START (Sight Handicapped)

Each contestant shall have fingers of one hand over and the fingers of the other hand under his opponent's fingers. Fingers shall not extend beyond the knuckles.



Nos. 4 and 5—STARTING POSITION

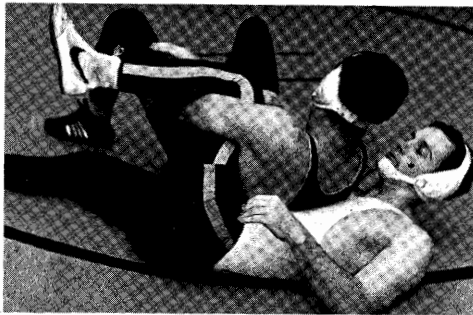
As required in Rule 2, Sec. 14, a and b. (Note starting lines, Rule 1, Sec. 6.)

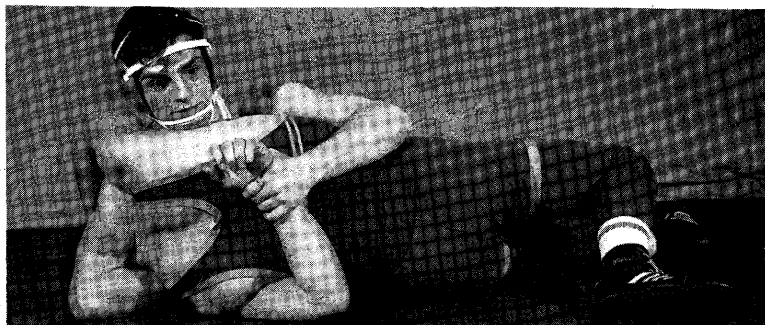


Nos. 6 and 7—CONTROL

Illustration demonstrates control following allowance for reaction time.

No. 8—CONTROL
 Illustration demonstrates possible control by controlling the top leg.

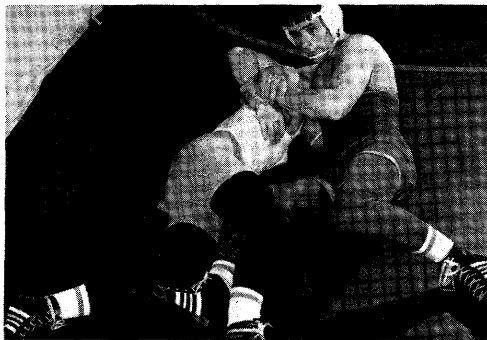




No. 9—ILLEGAL HAMMERLOCK (ABOVE RIGHT ANGLE)

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. 10—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 arm is forced upward, unless opponent turns with the pressure, which often he is unable to do promptly enough to prevent injury to the shoulder.



←
 No. 11—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. 12—ILLEGAL FRONT
 HEAD LOCK**

Illustration shows how the front head lock is used to counter a leg pickup. This hold is dangerous and is illegal.



**No. 13—ILLEGAL HEAD-
 SCISSORS**

This straight scissors on the head is illegal.

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

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

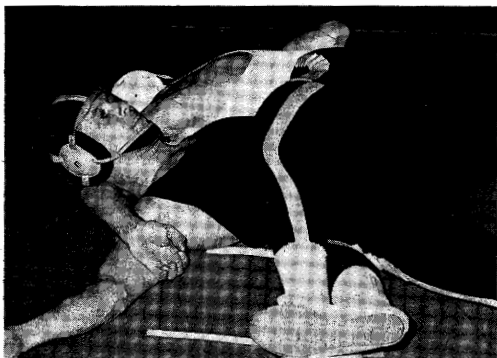




←
No. 15—OVER-SCISSORS
(AN ILLEGAL HOLD)

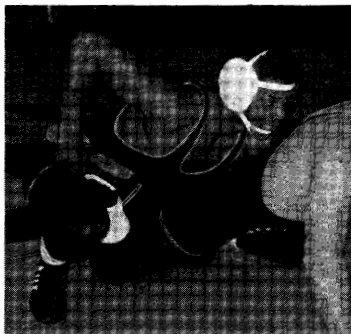
The over-scissors is barred entirely under these rules because it is only a punishing hold and is of no value unless defensive contestant who uses it is allowed to force the hold, which thereby endangers the ankle and knee of his opponent.

No. 16—STRAIGHT
BODY SCISSORS—
LEGAL HOLD



Nos. 17a and 17b—ILLEGAL
TWISTING KNEE LOCK

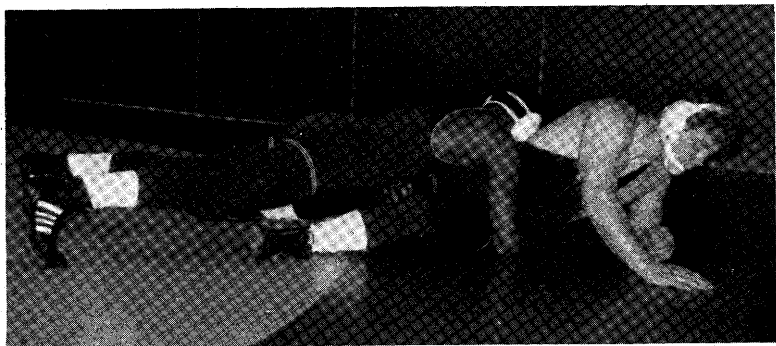
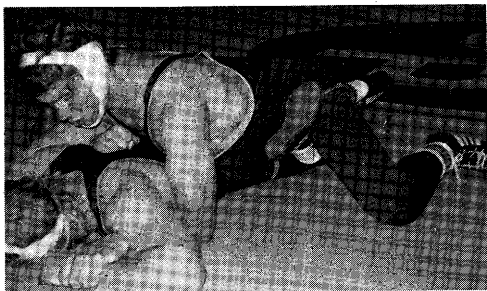
This shows a twisting knee lock. It is an illegal hold (Rule 6, Section 6). The Referee should anticipate the danger of injury from this hold and be in a position to block it before it reaches the danger point. (See Rule 6, Sec. 6, Note 6.)





Nos. 18a and 18b—TWISTING KNEE LOCK

Twisting knee lock pressure against the normal movement of the knee joint as illustrated constitutes an illegal hold.

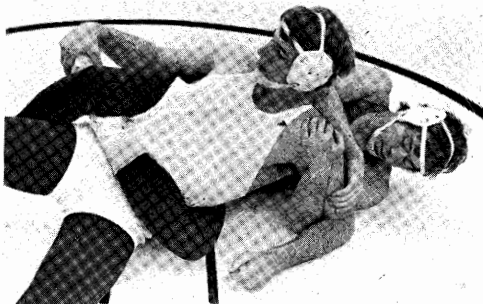
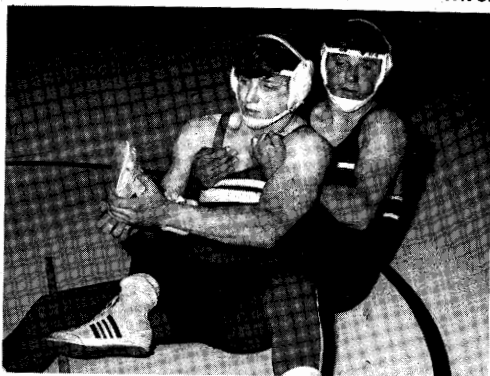


No. 19—LEGAL TAKEDOWN

A takedown is to be awarded in this situation. The supporting points of the man securing the takedown are his toes and they are in bounds. If his knees had touched out of bounds, they would be out of bounds.

No. 20a—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.

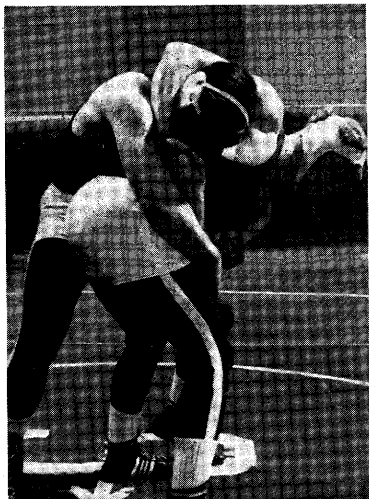


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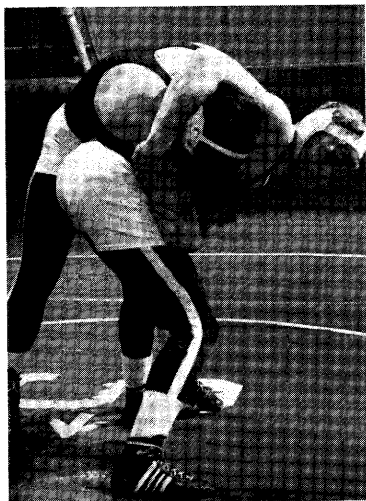
No. 20b—TOE HOLD
This is a potentially dangerous hold.



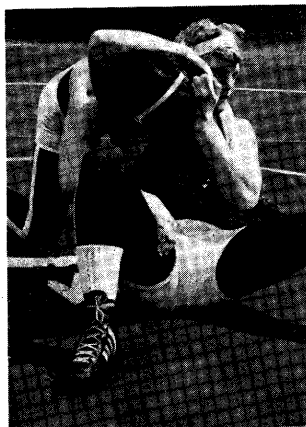
No. 21—LEGAL (left) and ILLEGAL (right) DOUBLE ARM BAR
Locking hands behind the back in a double arm bar from neutral position. Note that the double arm bar is legal when hands are locked at side (under armpit).



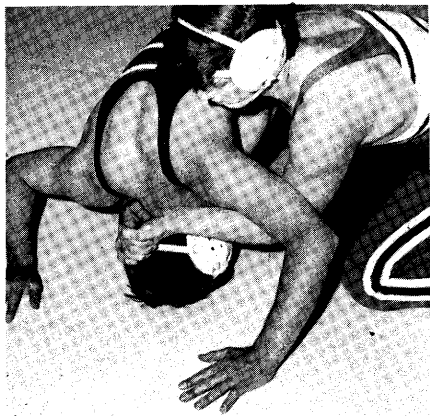
No. 22—ILLEGAL HEAD LOCK
Locking the arm around the head.



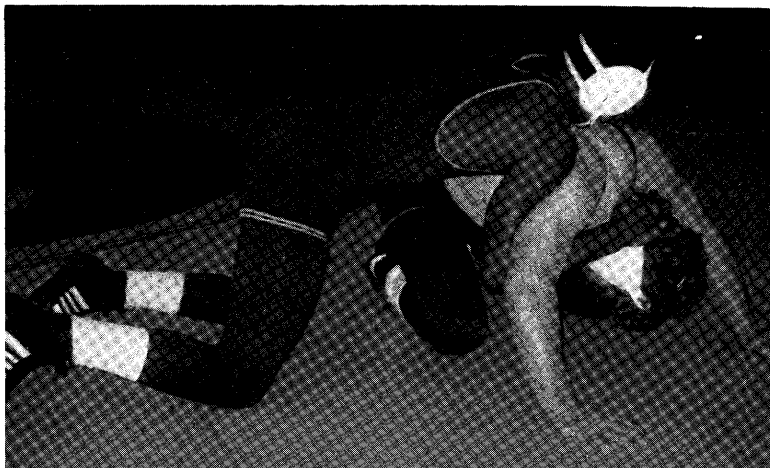
No. 23—LEGAL HEAD LOCK
Opponent's arm is included in the lock.



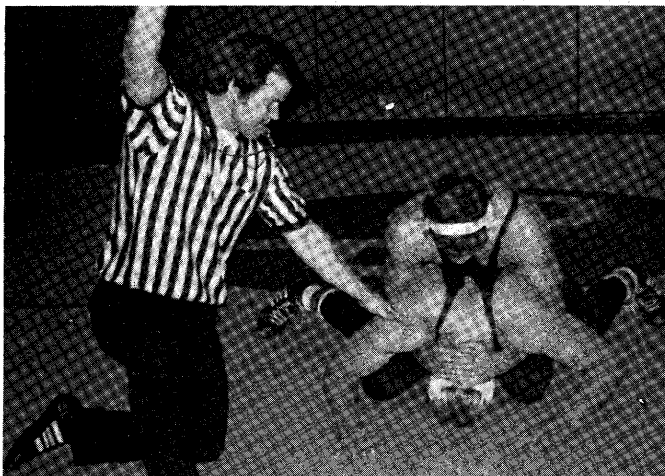
No. 24—A LEGAL HOLD
Pulling the head over the shoulder with hands locked or overlapped.



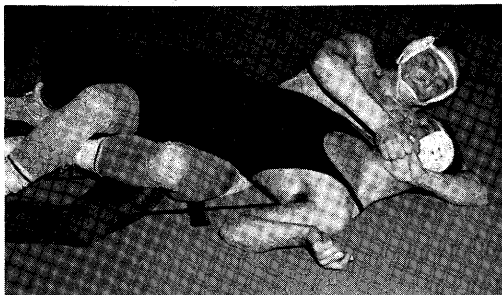
No. 25—THREE-QUARTER NELSON
A LEGAL HOLD

**No. 26—LEGAL FULL NELSON**

This is a legal hold as long as the man applying the hold remains to the side of his opponent.

**No. 27—ILLEGAL FULL NELSON**

The top man may not apply the full nelson when he is covering opponent's legs.



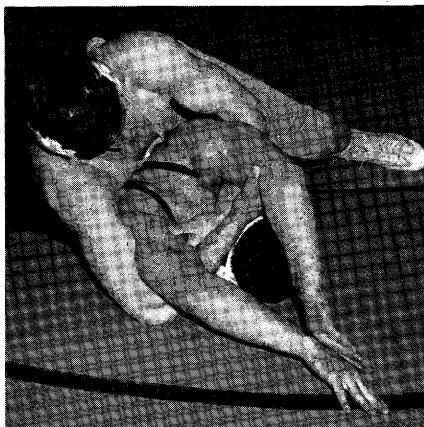
No. 28—LEGAL GUILLOTINE
Arm is locked around oppo-
nent's head or neck.



No. 30—ILLEGAL OVER-
HEAD DOUBLE ARM BAR
This hold is illegal when used
as shown below either with or
without the scissors and ap-
plied with either one or both
arms.



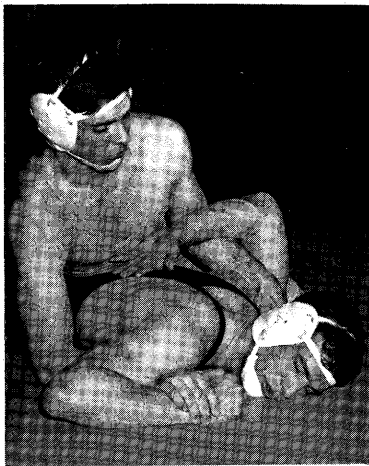
No. 29—POTENTIALLY DAN-
GEROUS GUILLOTINE
When applying the guillotine, forc-
ing the arm beyond normal range
of movement parallel to the long
axis of the body is to be interpret-
ed as potentially dangerous.





No. 31—LEGAL CHICKEN WING

No evidence of illegal pressure or twisting hammerlock.



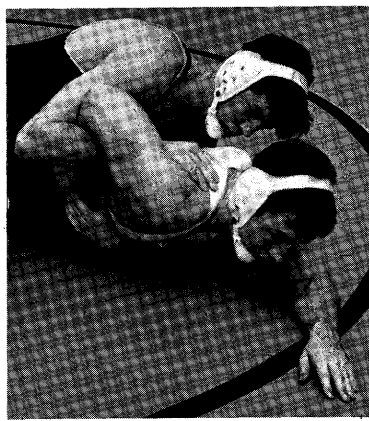
No. 32—ILLEGAL CHICKEN WING

Pressure (force) parallel to the long axis, regardless of whether defensive wrestler's hand is in front or back, makes this an illegal hold.



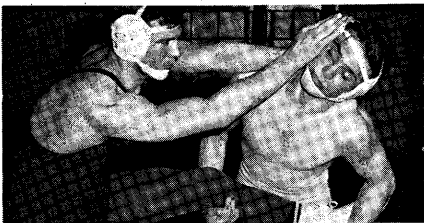
No. 33—POTENTIALLY DANGEROUS CHICKEN WING

While pressure (force) is neither parallel nor perpendicular to defensive wrestler's long axis, possible twisting hammerlock causes hold to become potentially dangerous.



No. 34—LEGAL CHICKEN WING

This illustrates a legal chicken wing showing the hand held in front of the body.



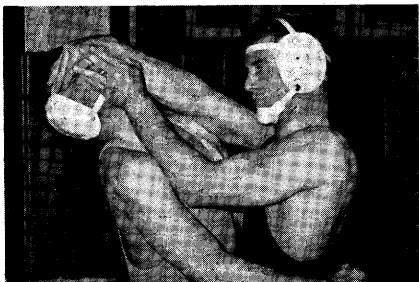
←

No. 35—LEGAL BLOCKING ON FACE (ON CHIN)

Blocking on chin or forehead is legal.

No. 36—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. 35.



No. 37—A LEGAL CROSS FACE
It is an effective and legal block for the double leg pick-up.



No. 38—LEGAL HEAD PRY. *The top man can use this pry as long as he includes the arm or shoulder.*



No. 40—ILLEGAL (above) and LEGAL (below) FACE HOLD



No. 39—NEAR FALL. *A near fall can be scored here if criteria are met.*



←
**No. 41—INTERLOCKING
 OF HANDS AROUND
 THE BODY**

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

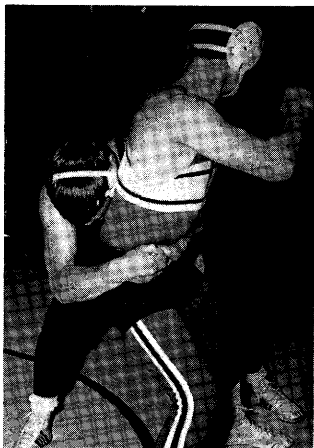
→
**No. 42—LEGAL USE OF
 THE HANDS IN WAIST-
 LOCK**

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. 43—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.



**No. 44—INTERLOCKING OF HANDS
 AROUND LEG**

This position is a technical violation.

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

→
Fig. 1—Shaking Hands and Stepping Back. After the officials indicate they are ready at the table, the Referee directs the wrestlers to shake hands, step back to their designated areas, and be ready to wrestle when the whistle sounds.

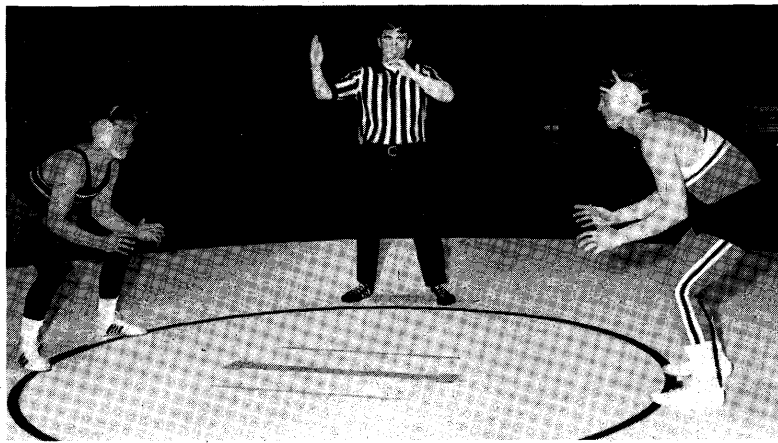
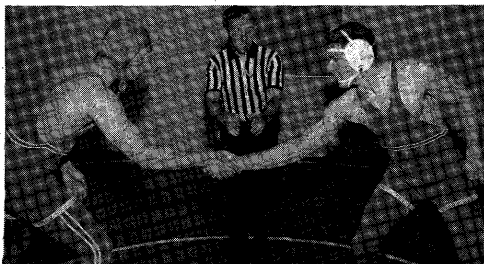
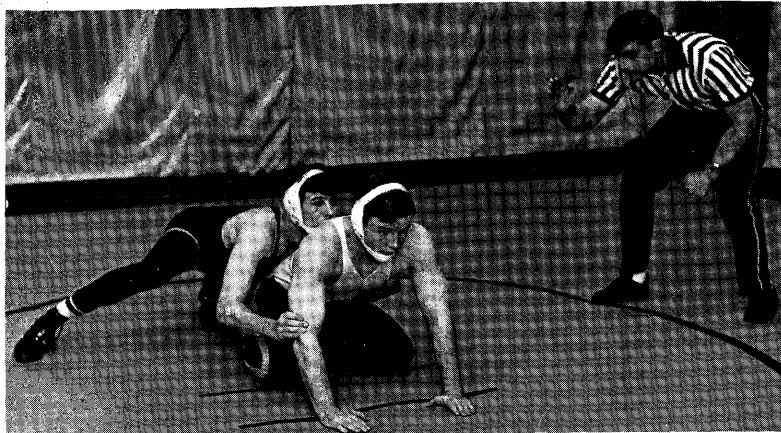


Fig. 2—Designating The Position Of The Wrestlers Before The Start Of The Match. As the wrestlers come onto the mat, the Referee points to the areas they are to take on the circle (green for the home team, red for the visiting team). He next points one hand toward the timers and scorers to verify their readiness. Note—After an out-of-bounds, wrestlers return to designated areas. The Referee raises his hand forward between two wrestlers. After a momentary pause to make certain the wrestlers are ready, he sounds his whistle and simultaneously moves his hand as a signal for the wrestlers to go into action.



Figs. 3, 4 (below left) and 5 (below right)—Resuming The Match In The Starting Position On The Mat. *The Referee can move to any position when starting the wrestlers, and is encouraged to be out of view of the wrestlers. The Referee may give a preparatory command such as "Get Set" or "ready." When the wrestlers are in proper positions (Rule 2, Sec. 14) and after a momentary pause the Referee sounds his whistle and moves his hand to start the action.*

HIGH SCHOOL MODIFICATION

The Referee is to stay in front of the wrestlers.

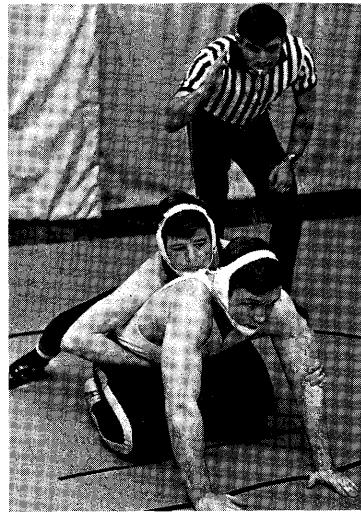
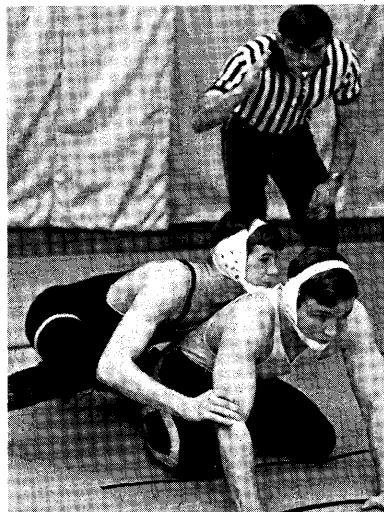


Fig. 6—Stopping The Match For Out-Of-Bounds. When the contestants are out-of-bounds (Rule 2, Sec. 8) the Referee stops the match and extends both arms horizontally to the same side toward the out-of-bounds. The Referee places himself in the most advantageous position to determine the out-of-bounds and stops the match immediately when the out-of-bounds occurs.

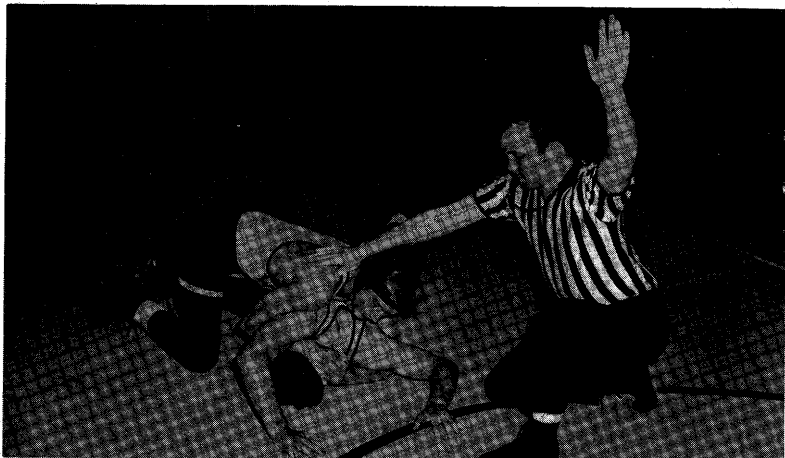
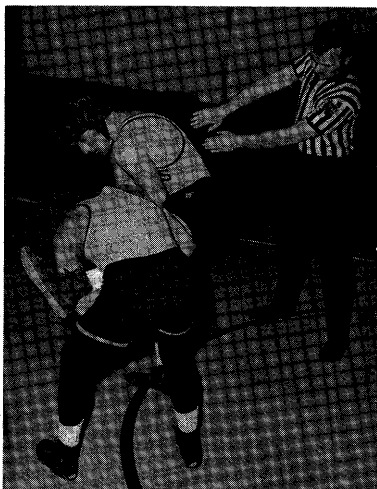


Fig. 7—Stopping The Match. The Referee blows his whistle and extends his hand to stop the match.



Fig. 8—Declaring A Neutral Position Standing After Out-Of-Bounds. When the contestants are out-of-bounds (Rule 2, Sec. 8) 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.

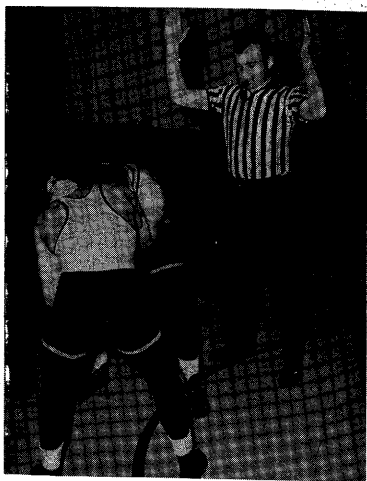
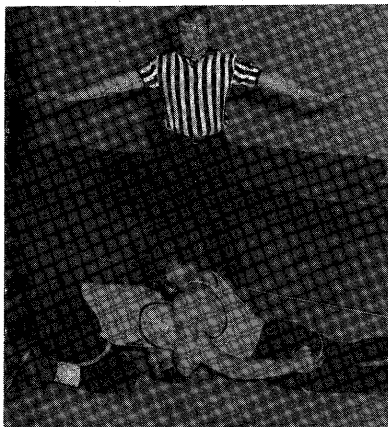
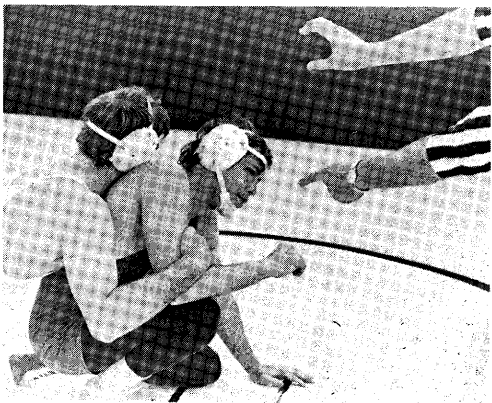


Fig. 9—Indicating A Neutral Position During A Scrimmage For A Take-Down. Both arms are extended sideward slightly below the horizontal with the palms of the hands back. The Referee moves his hands back and forth bringing them together and moving them away while verbally announcing "no advantage."

Fig. 10—Indicating A Caution. This is not a warning but a visual caution.



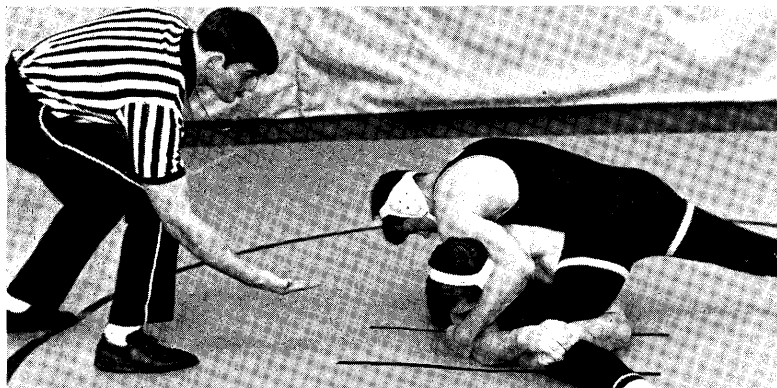


Fig. 11—Indicating Retention Of Advantage. Whenever there is any doubt as to the contestant in the advantage position, the Referee should indicate the contestant in the advantage position by pointing to him with one hand. The Referee will keep his other hand down and along his leg so that there will be no confusion as to whether any points are awarded.

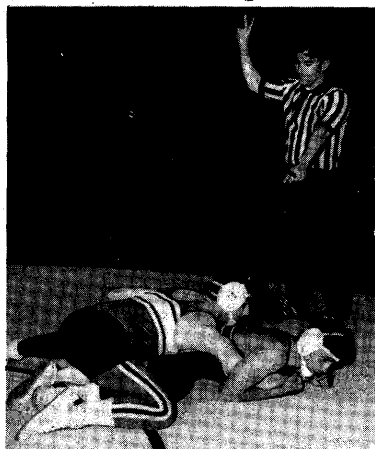


Fig. 12—Awarding Points. One arm and index finger are pointed at the wrestler receiving the points. At the same time the Referee verbally announces the award and the name of the team receiving it as he raises his opposite arm to a near vertical position, indicating with extended fingers the number of points awarded.

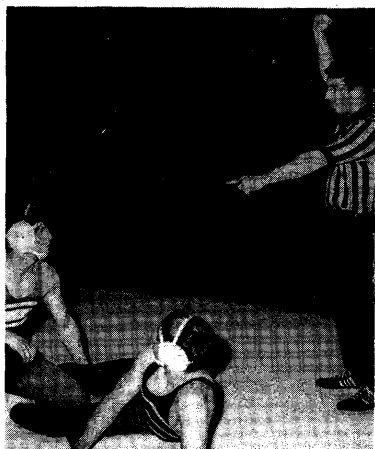
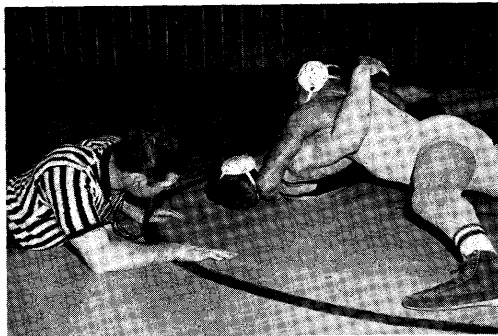


Fig. 13—Warning And Indicating A Violation. The match is stopped. The index finger of one hand is pointed to the violator. At the same time the Referee verbally announces the penalty and raises the opposite arm with his fist doubled to indicate the "warning" or penalty. Note—For "warning" and penalizing defensive stalling the match is not stopped.

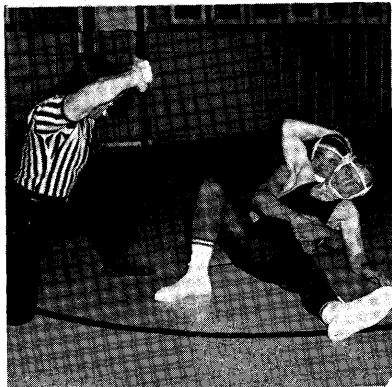
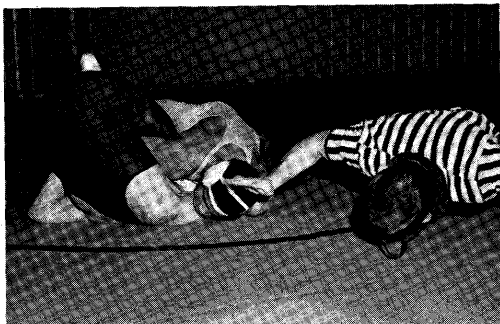


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Fig. 14—Scoring A Near Fall. The Referee gets down on the mat in a prone position for the best view of the defensive contestant's back while at the same time trying to keep out of the way of the contestants. The Referee does not signal a score for a "near-fall" until the pinning situation is ended. (Rule 2, Sec. 10) 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.

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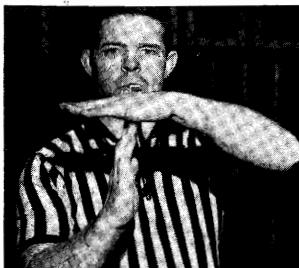
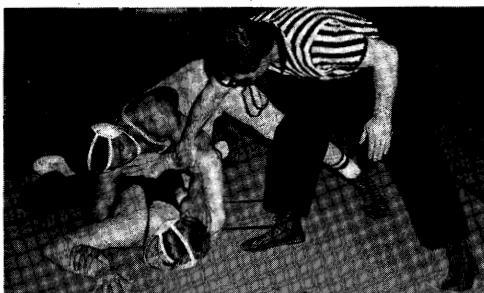
Fig. 15—Calling A Fall. When the fall (Rule 2, Sec. 5) is imminent the Referee raises one hand about 10 inches. As soon as the fall is completed he quickly strikes the mat with the palm and verbally announces "Fall." The Referee is not to put his hands under the back of the defensive wrestler unless 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 8, Sec. 3i.)



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Fig. 16—Interlocking Hands, Or Grasping Clothing, During An Escape Maneuver (Rule 8, Sec. 9 a. 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 clasping his hands 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.)

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Fig. 17—Preventing An Illegal Hold. (Rule 6, Sec. 6 & Rule 8, Sec. 3g.) 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.



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Fig. 18—Calling Time Out. The match is stopped as in Fig. 6. 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.

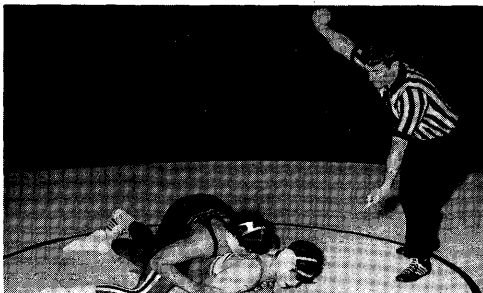
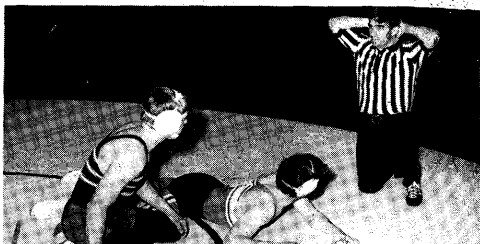
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Fig. 19—Calling A Stalemate Situation. The match is stopped as in Fig. 6. Then the Referee indicates the reason for stopping the match as a stalemate by placing the arms on the chest in a bent position with the fists closed as indicated at the right.



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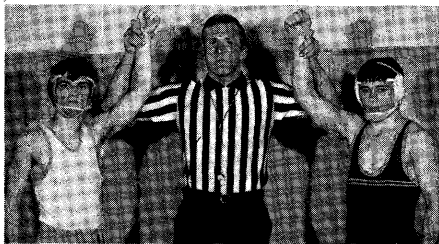
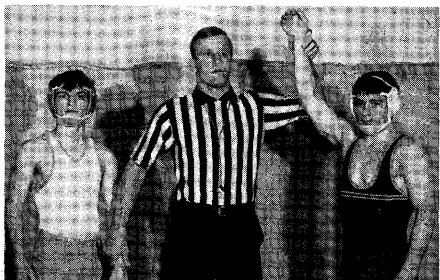
Fig. 20—Indicating A Potentially Dangerous Hold.

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Fig. 21—Indicating An Illegal Hold.



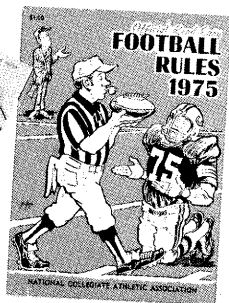
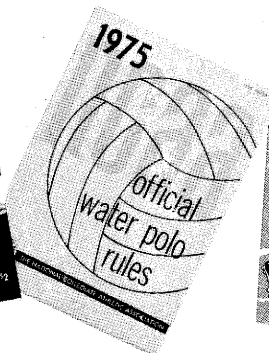
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Fig. 22—Indicating Stalling By Defensive Wrestler. Match continues.

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Fig. 23—Declaring The Winner. (Rule 8, Sec. 3k) At the end of the match the Referee orders the wrestlers to shake hands and raises an arm of the winning wrestler toward both sides of the gym.



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Fig. 24—Declaring A Draw. In case of a tie score at the end of the match in dual meets, the contestants will shake hands and the Referee will raise a hand of each of the contestants toward both sides of the gym.

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