

1991

NCAA[®] WRESTLING

RULES AND
INTERPRETATIONS

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THE NATIONAL COLLEGIATE ATHLETIC ASSOCIATION

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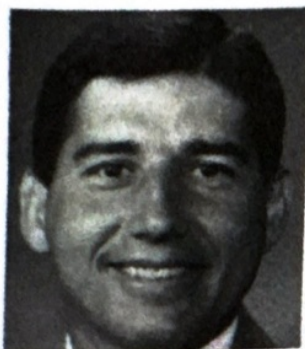
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#Left committee after annual meeting; just before press time, Dave Cox of Iowa State University was named to serve the remainder of Roderick's term. Cox's term will expire 9-1-91; he will be eligible for reelection.

Major Rules Changes for 1990-91

The figures below refer to rule and section, respectively. Each changed segment is indented and identified in the rules by a shaded background

- 2-1-c(4) Offensive wrestler selecting the optional starting position
must indicate his intent to the refereeWR 17
- 3-7 Procedure defined for when a participant is suspected of
having a communicable diseaseWR 23
- 4-9 Tournament overtime criteria replaced by sudden-death
overtime period and 30-second tie breakerWR 27
- 7-1-a Each wrestler limited to three timeout periods per match ...WR 50

Note—Rule 2, "Definitions," has been reorganized extensively in the interest of clarity and ease of reference. Only those sections that are new have been highlighted.

Position Statement

The NCAA Wrestling Committee feels that the outcome of too many matches has been determined by stalling penalties in the late stages of a match (i.e., the final 15 to 20 seconds).

It is the opinion of the committee that, with the increased excitement among coaches, referees and spectators during the closing seconds of many matches, stalling penalties often are called unjustly and unfairly. These frequently are penalties that would not be called during comparable action earlier in the match.

The committee therefore urges that a stalling warning or penalty should be called during the concluding moments of a match only when stalling unquestionably is occurring.

It is not the intent of the committee to lessen the importance of aggressive wrestling; rather, it is the committee's desire that stalling be penalized appropriately and consistently throughout each match.

Major High School Differences

High School

RIDING TIME — No riding time.

FALL — Two seconds.

WEIGHT CLASSES — 103, 112, 119, 125, 130, 135, 140, 145, 152, 160, 171, 189, 275.

LENGTH OF MATCH — Three two-minute periods.

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

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

WEIGHT ALLOWANCE — No allowance.

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.

College

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

One second.

118, 126, 134, 142, 150, 158, 167, 177, 190, Heavyweight (177-275).

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

Three two-minute periods.

No similar rule.

Three-pound allowance in November and December, 2 pounds in January, 1 pound in February, except qualifying tournaments, which are scratch weight.

Maximum of five hours and minimum of one-half hour, unless otherwise mutually agreed upon. (Contestant must face away from the dial or weight indicator of the scale.)

A contestant qualified to wrestle at one weight class may wrestle at any higher weight class except heavy-weight.

SWEAT BOX—The use of a sweat box or similar heat devices for weight-reduction purposes is prohibited. Rubber, vinyl and plastic suits also are prohibited.

HEAVYWEIGHT CLASS—Unlimited-class contestants must weigh a minimum of 184 pounds.

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

OVERTIME—Is extension of the regular match, with all penalties, warnings, cautions and injury time carrying over to overtime.

No similar rule (see next page).

Contestants must weigh a ~~minimum~~ of 177 pounds.

Straight-back suplay and ~~over scissors~~ are illegal. Toe hold is ~~potentially~~ dangerous.

A sudden-death period and, if necessary, a 30-second tie breaker will be wrestled, and all points, penalties, cautions, warnings, timeouts and injury time accumulated during the regular match will be carried over to overtime.

Hypohydration

In agreement with the concerns stated by the NCAA Committee on Competitive Safeguards and Medical Aspects of Sports in Policy No. 15 of the NCAA Sports Medicine Handbook, the NCAA Wrestling Committee has adopted the following position regarding hypohydration:

There are two general types of weight loss that are common to student-athletes who participate in intercollegiate wrestling [i.e., loss of body water and loss of stored body liquid (fat) and body tissue]. The loss of body water or the process of dehydration, which leads to a state of negative water balance, is the hypohydrated state.

There are no valid reasons for subjecting the student-athlete's body to a hypohydrated state because of the variety of adverse physiological effects and possible pathology that accompany hypohydration. These include reduced strength, smaller plasma and blood volume, modified cardiac functioning (including higher heart rates, smaller stroke volume and lesser cardiac output), impaired thermoregulation, decreased kidney blood flow and filtration, reduced liver glycogen stores, and greater loss of electrolytes.

When hypohydration is extensive, attempts at rehydration after weigh-in are usually insufficient for body fluid and electrolyte homeostasis to be restored.

The practice of excessive fluid deprivation that leads to hypohydration should be discouraged. In order to facilitate discouragement, it is imperative that student-athletes and coaches be educated about the physiological and pathological consequences of hypohydration. The use of laxatives, emetics and diuretics should be prohibited. Similarly, the use of vapor-impermeable suits (e.g., rubber or rubberized nylon), hot rooms, hot boxes and steam rooms that subject a student-athlete to hypohydration is discouraged.

Hypohydration constitutes an unnecessary potential health hazard that acts synergistically with undernutrition and intense exercise to compromise athletics ability.

Coach's Code of Ethics

It is the moral obligation of every collegiate wrestling coach to conduct himself in such a way as to reflect credit upon his institution, his profession and himself. Moral obligation and ethical conduct are part of winning and losing. Good sportsmanship, appearance, pride, honor and concern for the welfare of the competitors should be placed before all else. The rules have been established in the spirit of this statement.

Athlete's Statement of Conduct and Responsibility

It is the responsibility of every wrestler to conduct himself in such a way as to reflect credit upon his institution, the sport and himself. Further, every wrestler should realize that his personal appearance, behavior and standards are related closely to the image of the sport as perceived by all segments of the public and wrestling communities. This applies to conduct as a competitor on the mat and conduct while attending the event, while traveling to and from the event, and in his on- and off-campus behavior. Moral obligation and ethical conduct are part of winning and losing. Good sportsmanship, pride, honor and personal behavior should be placed above all else. The rules have been established in the spirit of this statement.

Referee's Code of Conduct

The wrestling referee has the responsibility for conducting the match in a dignified, professional and unbiased manner and shall deal with all situations in the spirit of good sportsmanship and in the best interest of the wrestler and the sport. The character and conduct of the referee must be above reproach. The referee must keep himself prepared both physically and mentally to administer the match. He will enforce the rules firmly and fairly in both letter and spirit in such a way that attention is drawn to the wrestlers rather than himself.

Part I:

THE RULES

NCAA Wrestling Rules and Interpretations have been designated as either administrative rules or conduct rules. Typically, administrative rules are those dealing with preparation for the contest. The conduct rules are those that have to do directly with the playing of the contest. Some administrative rules (as indicated) may be altered by the mutual consent of the competing institutions. Others (as indicated) are unalterable. No conduct rule may be changed by mutual consent. All NCAA member institutions are required to conduct their intercollegiate contests according to these rules.

In the 1991 Wrestling Rules, the administrative rules that may be altered by mutual consent of the competing institutions are Rules 3-1 through 3-7, 4-9, 4-10, 4-14 through 4-23, 5-2 (tournament scoring chart) and 5-4. The administrative rules that may not be altered are Rules 1-4, 1-5, 2-19, 4-13 and 8-1. All of the other rules are conduct rules and may not be altered.

RULE 1

A Match, Mats, Wrestlers, Uniforms and Equipment

A Match

Length

SECTION 1. A match shall be conducted in each of the 10 weight classifications between wrestlers of the same weight class. Matches shall be seven minutes in length divided into three periods, with the first period three minutes and the second and third periods two minutes each. Multiple matches may be less than seven minutes in length (double duals, quadrangulars, tournaments, etc.).

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 the start of the 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. (For crowd-control measures, see Rule 6-4.)

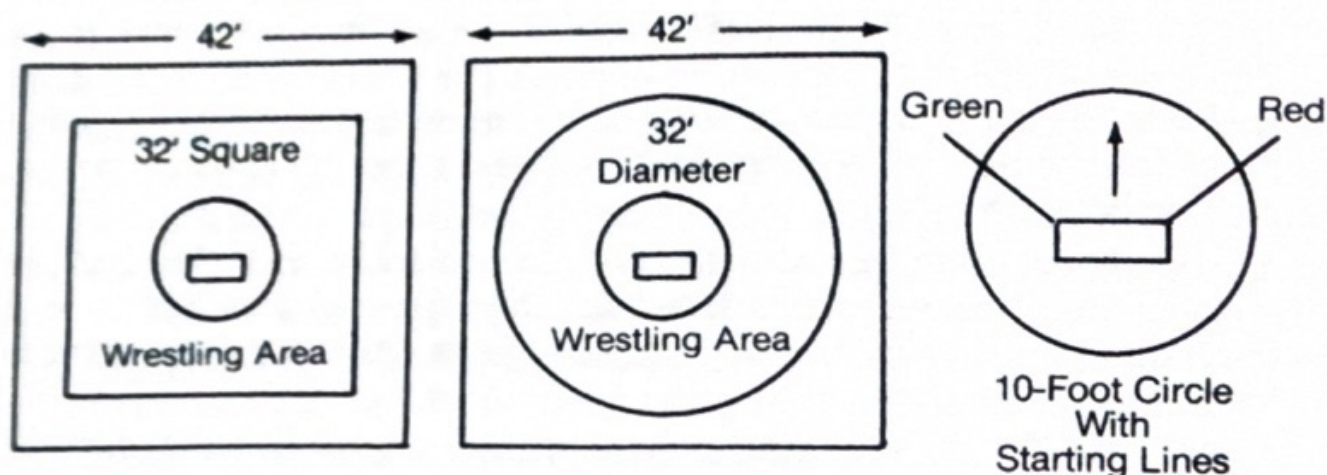
Mats

Dimensions

SECTION 5. Mats should have a wrestling area not less than a square 32 feet by 32 feet or a circular area 32 feet in diameter, nor more than a square 42 feet by

42 feet or a circular area 42 feet in diameter. There shall be a mat area of approximately 5 feet in width that extends entirely around the wrestling area. The entire mat area shall be the same thickness, which shall not be more than 4 inches nor less than the thickness of a mat that has shock-absorbing qualities of a 2-inch-thick hair felt mat. All mats that are in sections shall be secured together.

The wrestling area should be marked on the mat by painted lines 2 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.



Starting Lines

SECTION 6. There shall be placed at the center of the cover or mat two 1-inch *starting lines*, one of which lies in the diameter of the 10-foot circle, 3 feet in length and 10 inches apart. Two 1-inch lines shall close the ends of the starting lines. One of the two lines shall be green and located closest to the home team, and the other shall be red and located closest to the visiting team. The arrow in the above diagram should point away from the scorer's table. (See Rule 8-1-e.)

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 shall not accept a forfeit in one weight class and compete in another class.

Shift in Weight Class

SECTION 9. A contestant who weighs in for one weight may be shifted to a higher weight class. (Heavyweights must weigh a minimum of 177 pounds.)

Uniforms and Equipment

Uniforms

SECTION 10. The uniform shall consist of either a or b, and it must include c, d, e, f and g:

- 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 pictured in illustration Nos. 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. A properly cut one-piece or two-piece uniform is optional. This uniform must meet all requirements listed for the shirt and also will have a minimum of a 4-inch inseam at the legs. Team uniformity in clothing is recommended in dual meets.

NOTE— While full-length tights are acceptable under a one-piece uniform, Bermuda-length tights and other accessories that extend beyond the minimum inseam of a one-piece uniform are not permitted.

- c. It is required that the name or initials of the wrestler's institution be on the meet uniforms. Letters are to be a minimum of 2 inches high. Institutions are to be in compliance by the beginning of the 1994-95 season.
- d. Light, heelless wrestling shoes reaching above the ankle and laced by means of eyelets.
- e. A protective ear guard.
- f. In all tournaments, the home management shall have available some means for clearly identifying the contestants. Such provisions may consist of red and green anklets approximately 3 inches wide.
- g. Uniforms and all other items of apparel (e.g., warm-ups, socks, headbands, T-shirts, wristbands, visors or hats, and towels) purchased or acquired after November 7, 1983, may bear only a single manufacturer's or distributor's normal label or trademark not to exceed 1½-inches square in size.

Appearance

SECTION 11. Contestants shall be clean-shaven, with sideburns trimmed no

lower than earlobe 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 shall not extend below earlobe level. A neatly trimmed mustache that does not extend below the line of the lower lip shall be permissible. (See Rule 6-7.)

Special Equipment

SECTION 12. Any mechanical device that does not allow normal movement of the joints and prevents one's opponent from applying normal holds shall be barred. Any legal device that is hard and abrasive must be covered and padded. Loose pads are prohibited. It is recommended that all wrestlers wear a protective mouth guard.

Enforcement

- SECTION 13. a. The legality of all facilities and equipment (mat markings, mat size, uniforms, headgear, devices, pads, etc.) and each contestant's appearance shall be decided by the referee.
- b. The referee also shall determine whether each contestant has complied with specified health, sanitary and safety measures as to appearance. These shall constitute the sole reasons for disqualification as to application of this rule and shall not be arbitrary or capricious. (See Rule 3-7.)
- c. When a contestant appears on the mat ready to wrestle in a dual meet or tournament and the referee determines that the contestant does not comply with the required rules as to appearance and equipment, the offending contestant shall be charged injury time until the referee determines that the contestant is in compliance. The time used shall be cumulative with the offender's 1½ minutes of allowed injury time. If the contestant is not in compliance at the end of 1½ minutes, he shall be disqualified from participation.

Videotaping

SECTION 14. Videotapes shall not be used to make corrections in match scores, determination of riding time or judgment calls.

RULE 2

Definitions

Wrestling Positions

Starting Position

SECTION 1. a. *Neutral position.* The match will start with both contestants standing opposite each other with their lead foot on the green or red area of the starting lines and their other foot even with or behind the lead foot. This is the neutral position, in which neither wrestler has control. When the referee sounds his whistle, the wrestlers will begin wrestling.

In matches involving sight-handicapped wrestlers, a finger-touch method shall be used in the neutral position and contact shall be maintained throughout the match. (See illustration No. 3.)

- b. *Defensive wrestler.* The defensive wrestler takes a stationary position at the center of the mat in which he is on his hands and knees as directed by the referee. He must keep both knees on the mat even with and behind 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. This position also must allow the offensive wrestler to be able to assume a legal starting position on the side of his choice. (See illustration Nos. 5 and 6 and Interpretation 2-1.)
- c. *Offensive wrestler.* (1) 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 above the midline of his opponent's back. One 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 or over the back of the near elbow, this being the near side. One knee shall be on the mat to the outside of the near leg, not touching the defensive wrestler; and a knee or foot may be placed in back of the defensive wrestler's feet, not touching the defensive wrestler. (See illustration Nos. 5 and 6.)

(2) *Optional offensive starting position.* The offensive wrestler may use an

optional start whereby he positions himself on either side or to the rear of his opponent supporting all his weight on both feet, one knee or both knees. He is to place his hands on his opponent's back (area between neck and waist), thumbs touching, and only his hands are to be in contact with the defensive wrestler. The offensive wrestler is not to place his foot or feet, or knee(s), between his opponent's feet or legs, nor may he straddle his opponent. (See illustration Nos. 7 and 8.)

- (3) The referee will direct the offensive man to take a starting position after the defensive man is stationary in his starting position on the mat.

- (4) If the offensive wrestler selects the optional starting position, he must indicate his intent to the referee. The referee shall inform the defensive wrestler of the offensive man's intention. (See Rule 6-18.)

Stalemate

SECTION 2. When the contestants are interlocked in a position other than a pinning situation in which neither wrestler can improve his position, the referee shall stop the match *as soon as possible*; wrestling will be resumed as for out of bounds. (See Rule 2-5.)

Position of Advantage

SECTION 3. A position of advantage is a situation in which a contestant is in control and maintaining restraining power over his opponent. Control is the determining factor. The offensive wrestler is entitled to this advantage until such time as his opponent gains a neutral position or a reversal. 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.

In Bounds

SECTION 4. Contestants are considered to be in bounds if the supporting parts of either wrestler are inside the boundary lines. A wrestler's supporting points are the parts of the body touching, or within, the wrestling area that bear the wrestler's weight, other than those parts with which he is holding his opponent. (Down on the mat, the usual points of support are the knees, the side of the thigh, the buttocks and the hands.) Wrestling shall continue as long as the supporting parts of either wrestler remain in bounds. When the defensive wrestler is on his back while the supporting parts of either wrestler are in bounds, wrestling shall continue as long as there is a possibility of the

offensive wrestler bringing his opponent back into the in-bounds area. In this situation, the defensive wrestler's shoulders (scapulae) are his supporting parts. Near-fall points may be earned only while the defensive man's shoulders (scapulae) are in bounds. If there is no action at the edge of the mat and one wrestler is out of bounds, the referee may stop the match.

Resumption of Wrestling After Out of Bounds

SECTION 5. 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 with one foot on the green or red area of the starting lines. If one wrestler has the advantage, he will take the offensive starting position at the center of the mat.

Scoring Opportunities

Takedown

SECTION 6. A takedown shall be awarded when, from the neutral position, a contestant gains control and places his opponent's supporting points down on the mat beyond reaction time.

For the purpose of awarding takedown points at the edge of the mat, such points shall be awarded when control is established while the supporting points of either wrestler are in bounds or while at least the feet of the scoring contestant remain down on the mat in bounds. (See illustration Nos. 31-33.)

Escape

SECTION 7. 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 in bounds.

Reversal

SECTION 8. A reversal occurs when the defensive wrestler comes from underneath and gains control of his opponent, either on the mat or in a rear-standing position.

For the purpose of awarding reversal points at the edge of the mat, such points shall be awarded when control is established while the supporting points of either wrestler are in bounds or while at least the feet of the scoring contestant remain down on the mat in bounds. (See illustration No. 34.)

Near Fall

SECTION 9. a. A near fall is a position in which the offensive wrestler has his opponent in a controlled pinning situation for two seconds and (1) the wrestler is held in a high bridge or on both elbows, or (2) one shoulder or

the head is touching the mat and the other shoulder is held at an angle of 45 degrees or less to the mat, or (3) both shoulders or both scapulae are held within four inches of the mat. Two points shall be awarded for such near-fall situations. A continuous roll-through is not to be considered a near fall. (See illustration Nos. 47-50.)

- b. The criteria for a near fall having been met uninterrupted for five seconds, three points shall be awarded.
- c. A verbal and, whenever possible, a visual hand count is to be used in determining a three-point near fall. 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. 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, particularly leg vines and body scissors, a near fall shall not be scored unless the offensive wrestler has control of and definitely has restrained his opponent in a pinning situation for two seconds. (See illustration No. 50.)

- d. When a pinning combination is executed legally but the contestant is injured before near-fall criteria are met and a near fall is imminent, action will be stopped and a two-point near fall shall be awarded.
- e. Any time a hold is executed legally, criteria for a near fall are met for two seconds and a contestant is injured, action will stop and a three-point near fall shall be awarded.

Imminent Scoring

SECTION 10. Any time a maneuver is executed legally and a contestant is injured, applicable points shall be awarded if successful completion of the maneuver was imminent.

Time Advantage

SECTION 11. 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 one point.

End of Match

Fall

SECTION 12. Any part of both shoulders or part of both scapulae of either wrestler 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.

- a. A fall shall not be awarded unless part of both shoulders or part of both scapulae are in bounds. (See Rule 2-4 and illustration Nos. 35 and 36.)
- 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 Rules 2-1-b and c and 2-5.)
- d. A fall will be indicated by the referee striking the mat with the palm of the hand. (See Rule 8-3-p.)
- e. When the referee is able to determine that a fall has occurred and the period ends before he can so indicate, the fall shall be awarded. (See Rule 8-3-p.)
- f. If the referee cannot determine that a fall has occurred before the period ends due to crowd noise or other circumstances, he shall consult with the assistant referee, if available. If there is no assistant or if the assistant referee is in doubt, the referee shall ask the match timekeeper whether the indication was made by hand signal before the period ended. (See Rule 8-3-p.)

Technical Fall

SECTION 13. A technical fall occurs when a wrestler has earned a 15-point advantage over his opponent.

NOTE—A time-advantage point cannot be awarded until the complete match time has expired.

Decisions

SECTION 14. If no fall has resulted after expiration of the three regular periods of any match as provided in Rule 4-5, 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 5-2.

Draw

SECTION 15. In dual meets, if each contestant has an equal number of points at the end of three regular periods, the referee shall declare the match a draw. (See Rule 4-9 for tournaments.)

Default

SECTION 16. A default is awarded in a match when one of the wrestlers is unable to continue wrestling for any reason. (See Rule 4-15-c and d for tournaments and Rule 7-1-c.)

Disqualification

SECTION 17. Disqualification is a situation in which a contestant is banned from participation in accordance with the Penalty Table.

Forfeit

SECTION 18. 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 Rules 1-8, 2-19, 3-6, and 4-15-b and e.)

Medical Forfeit

SECTION 19. A contestant injured during the course of tournament competition may declare a medical forfeit in subsequent rounds of the tournament without appearing on the mat, providing that the team physician has informed the tournament committee of the wrestler's inability to continue. In the absence of the team physician, the tournament physician may inform the committee. A certified trainer may inform the committee in the absence of both the team and tournament physicians.

A contestant who forfeits for medical reasons is eliminated from further competition. However, he shall retain advancement points and placement points previously earned.

RULE 3

Weight Classification and Weighing In

Weight Classification

10 Weight Classes

SECTION 1. Competition should be divided into 10 weight classes for duals, double duals, quadrangulars, etc., as follows:

118 lbs.	158 lbs.
126 lbs.	167 lbs.
134 lbs.	177 lbs.
142 lbs.	190 lbs.
150 lbs.	Heavyweight (177-275 lbs.)

Dual Meets

SECTION 2. Competition in dual meets should be conducted in the weight order listed.

Weighing In

Time

SECTION 3. 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, unless otherwise mutually agreed upon, on scales provided by the host school.

- b. *Quadrangular, triangular matches.* Contestants may weigh in a maximum of five hours and a minimum of one-half hour before the first scheduled match, unless otherwise mutually agreed upon.
- c. *Tournaments.* Each day of a tournament, contestants should weigh in a maximum of 24 hours and a minimum of one-half hour before the meet is scheduled.

NOTE—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 before the first official weigh-in each year.

Supervision

SECTION 4. The referee or other authorized person should supervise the weigh-in of contestants. At all weigh-ins, the wrestler should stand with both feet flat in the middle of the scale, facing away from the dial or weight indicator.

Weight Allowance

SECTION 5. a. *Dual meets and tournaments.* All contestants should weigh in without clothing for dual meets and tournaments. For all dual meets and tournaments, three pounds allowance should be given over the regular weight during November and December, two pounds during January, and one pound during February, not including qualifying tournaments. All qualifying tournaments should be wrestled at scratch weight. Additional weight should not be permitted nor should it be requested. Members of both teams may be allowed an additional one 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 should be given each day over the weight limit of the previous day (maximum of two pounds). The tournament committee may stipulate the time for the first weigh-in.

NOTE 1 — A 118-pounder may weigh 121 pounds in November and December, 120 pounds in January, and 119 pounds in February, except for the qualifying tournaments.

NOTE 2 — This weight allowance applies to heavyweights as well as other weight classes.

Failure to Make Weight

SECTION 6. Any contestant failing to make weight at the minimum time may 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 the tournament), a forfeit should be awarded his opponent and points for the forfeit and advancement should be scored. (See Rules 2-19 and 4-15-e and g.)

Medical Examinations

SECTION 7. It is recommended that a physician or physicians be present to examine contestants for communicable diseases in all tournaments and meets.

It is recommended that an examination of all contestants be made at the time of weigh-in; and the presence of a communicable disease or any other condition that, in the opinion of the examining physician, makes the participation of that individual inadvisable shall be full and sufficient reason for disqualification.

If a participant is suspected of having a communicable disease or any other condition that makes participation appear inadvisable, his coach shall provide written documentation from a physician stating that the suspected disease or condition is not communicable and that the athlete's participation would not be harmful to his opponent. This documentation shall be furnished at the weigh-in or before the beginning of the meet or tournament.

RULE 4

Conduct of Meets and Tournaments

General

SECTION 1. A match occurs during the time period beginning with the start of the first period and ending with the conclusion of wrestling or when a fall, technical fall, disqualification or default occurs.

Notification and Agreement

SECTION 2. All options of rules of competition ("ground rules," etc.) proposed by the home coach must be submitted to the coach of the visiting team(s) 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 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 visiting team may request that the home management notify the visiting team at least 10 days before the date of the meet to verify the exact time and place of the meet and the name of the referee, *who should be mutually agreed upon.*

Prematch Procedures

SECTION 3. The prematch period is defined as from the time a contestant steps onto the mat until the first period of the match begins as indicated by the referee's whistle. Failure to comply with prematch procedures, and other unsportsmanlike conduct during the prematch period, will result in penalization for unsportsmanlike conduct according to Rule 6-4 and the Penalty Table (pages WR-48-49).

Intentional Delay During Prematch Period

SECTION 4. 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 minutes of the established meet starting time shall have one team point deducted. If the visiting team's contestant steps onto the mat first, he cannot be withdrawn or replaced.

Length of Matches

SECTION 5. For dual meets, all matches shall be seven minutes in length divided into three periods, with the first period three minutes and the second and third periods two minutes each. The time of the match is continuous, except when the referee stops or starts a match. Multiple dual meets and tournament bouts may be less than seven minutes in length and divided into three periods. Tournament matches may be less than seven minutes in length. A fall terminates the match. If neither contestant secures a fall in the first period, the referee shall stop the match and grant the proper wrestler his choice of position (see Rule 4-8-c). 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 stop the match again and grant the wrestler who did not have his option his choice of position.

Consolation Matches

SECTION 6. Consolation matches may be seven minutes or less in length, consisting of three periods conducted in the same manner as regular matches in championships.

Postmatch Procedures

- SECTION 7. a. The postmatch period is defined as from the conclusion of the match until the contestants leave the mat. During this period, the wrestlers will return to and remain in the center of the mat while the referee checks with the scorer's table. Upon the referee's return to the mat, the contestants will shake hands and the referee will declare the winner in accordance with Referee's Signals. (See illustration Nos. 74 and 75.)
- b. Failure to comply with postmatch procedures, including unsportsmanlike conduct during the postmatch period, will result in penalization for unsportsmanlike conduct according to Rule 6-4 and the Penalty Table (pages WR-48-49). Flagrant misconduct by the winner during the postmatch period shall result in the match results being voided, with no winner being declared and the offender being penalized by the deduction of one team point, disqualification of the contestant and removal from the premises. (See Rule 6-6).
- c. Shaking hands with the referee or opposing coach at the conclusion of the match constitutes failure to comply with postmatch procedures and shall constitute unsportsmanlike conduct.

Choice of Position

- SECTION 8. 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 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 after the end of the first period, the referee shall determine by toss of a coin or disk which wrestler has the choice at the start of the second period.
- c. *Choice.* If no fall occurs during the first period of a tournament match, the referee shall toss a coin or disk to determine which wrestler has the choice of position to start the second period. The wrestler who has the choice may select the top, bottom or neutral position or defer his choice until the third period. If he defers his choice, his opponent may select top, bottom or neutral. If he does not defer, his opponent will have the choice of top, bottom or neutral to begin the third period.

Overtimes

SECTION 9. In tournament competition when the contestants are tied at the end of three regular periods, they will wrestle a sudden-death overtime period a maximum of three minutes in length, with no rest between the regular match and overtime (consolation matches included). The sudden-death overtime period will begin with both wrestlers in the neutral position. The wrestler who scores the first point(s) will be declared the winner.

If no winner has been declared at the end of the three-minute sudden-death overtime period, a 30-second tie breaker will be wrestled. The referee will flip a coin or disk to determine which wrestler has his choice of starting position for the tie breaker; the wrestler may select the offensive (top) or defensive (bottom) position, or he may elect to defer the choice of top or bottom to his opponent.

The wrestler who scores the first point(s) during the tie breaker will be declared the winner. If no scoring occurs in 30 seconds, the offensive wrestler will be declared the winner.

NOTE—*The sudden-death overtime period and the tie breaker will be regarded as extensions of the regular match. All points, penalties,*

cautions, warnings, timeouts and injury time will be cumulative throughout the regular match, the sudden-death overtime period and the tie breaker.

Team Tie Breaker

SECTION 10. In "team-advance" tournaments when two teams finish in a tie, the following criteria should be applied, in order, to determine advancement:

- a. Greater number of victories.
- b. Greater number of six-point victories (including falls, forfeits and defaults).
- c. Greater number of technical falls.
- d. Greater number of major decisions.
- e. Greater number of decisions.
- f. Lesser cumulative time of falls (pins).
- g. Lesser cumulative time of technical falls.
- h. Greater total of match points scored.
- i. Coin toss.

Control of Mat Area

SECTION 11. All personnel, other than actual participating contestants, shall be restricted to a designated reserved area.

- a. For dual meets, this area shall be at least 10 feet from the mat and scorer's table; for tournaments, the tournament committee will designate a restricted zone. Coaches and medical personnel may leave this zone only to (1) approach the scorer's table to correct the score or time or to ask for an interpretation, (2) approach the scorer's table to question the referee's application of a rule, or (3) move toward the mat during a charged timeout or at the end of a match. (See Rule 4-13.)
- b. During tournaments, a maximum of three team personnel will be permitted in the restricted area. If three team personnel are utilized, one must be a physician or certified trainer with proper credentials.
- c. Failure to comply will be treated in the following manner: first violation—warning; second violation—warning; third violation—deduct one team point; fourth violation—deduct two team points; fifth and subsequent violations—deduct two team points and remove individual(s) involved from the premises. These offenses are accumulated per institution throughout each dual meet and for the duration of triangular meets,

quadrangular meets and tournaments. Penalties for control of the mat area and for questioning the referee shall be cumulative and sequential.

Correction of Error

- SECTION 12. 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 shall be canceled. Following a rest period of one minute, the period shall be rewrestled. (Errors occurring during the 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 then will render his decision accordingly. This correction shall be made by the referee and shall take place before the contestants leave 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 before the start of a subsequent match. An error during the last match of a dual meet must be corrected before the referee has signed the scorebook.
- c. A clerical error in recording team scoring in a dual meet or tournament that does not necessitate additional wrestling may be corrected when discovered.

Questioning the Referee

SECTION 13. a. When a coach believes the referee has misapplied a rule, he may approach the scorer'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 scorer's table. Both wrestlers shall remain in the center of the mat and shall not receive any coaching. (Failure to comply will be penalized as a technical violation.) At this point, there are only two alternatives for the referee to consider. If there was a misapplication of a rule, the referee will make the necessary adjustments at the scorer's table and resume the match. If there was no misapplication error, the referee shall determine the coach's action as intentional delay of the match and shall penalize the coach according to Rule 4-11-c.

NOTE — A coach shall be permitted, without penalty, to approach the scorer's table with the intent of correcting or asking for an interpretation of the score or time.

- b. Badgering of the referee by the coach or any member of the team shall not be permitted. Failure to comply shall be considered questioning the

referee's judgment and shall be penalized according to Rule 4-11-c.

- c. Penalties for questioning the referee and for control of the mat area shall be cumulative and sequential.

Tournaments

Tournament Committee

SECTION 14. a. All tournaments should have a tournament committee designated before the start of competition.

- b. This committee should consist of at least three members.

- c. The committee should have the following duties:

- (1) Administration of the tournament.

- (2) Arbitration of all disputes.

- (3) Consideration of extenuating circumstances relating to tournament operations.

Administration

SECTION 15. a. Failure to verify entries by the stipulated deadline may result in disqualification from a tournament. Contestants thereafter failing to make verified weight shall not be allowed to participate in another weight classification.

- b. Contestants shall be allowed a maximum of five minutes to appear ready to compete at the specified mat. Failure to appear shall result in forfeit. (For exception, see Rule 2-19.)

- c. Defeat due to injury in a tournament does not eliminate a contestant from further competition, except when a medical forfeit has been granted. A contestant injured during the course of tournament competition may declare a medical forfeit in subsequent rounds of the tournament without appearing on the mat, providing that the team physician has informed the tournament committee of the wrestler's inability to continue. A contestant who forfeits for medical reasons shall retain advancement points and placement points previously earned.

- d. In case of injury or illness, the tournament physician, in consultation with the chair of the tournament committee, may rule on a contestant's ability to continue. (See Rule 2-19.)

- e. A forfeit shall eliminate a contestant from further competition in tournaments.

- f. A disqualification *may* eliminate a contestant from further competition in

tournaments. (See Note B under Penalty Table and Rule 5-4-a.)

- g. Any contestant who fails to make weight for each day of a tournament shall be ineligible for further competition and shall not place in the tournament, except as covered in Rules 2-19 and 4-15-d.
- h. It is recommended that no contestant wrestle two matches in any tournament with less than one hour of rest between such matches.
- i. It is recommended that medals and team trophies be presented formally in a ceremony made as impressive as possible. When athletes are receiving awards, they shall wear their school's official warm-up. No extra equipment (hats, signs, etc.) may be worn or carried at the awards ceremony.

Places Scored

SECTION 16. In tournaments awarding four or more places, it is recommended that the loser in the final first-place match automatically take second place. The winner in the final consolation match should be awarded third place, and the loser should be awarded fourth place. In tournaments where six or more places are scored, the defeated wrestlers in the consolation semifinals should wrestle for fifth and sixth places. In tournaments where eight places are scored, the defeated wrestlers in consolation quarterfinals should wrestle for seventh and eighth places.

Drawings

SECTION 17. Immediately after the verification of entries, drawings should be made in accordance with the graphic illustration provided on pages WR-33-34.

Seeding

SECTION 18. Whenever there are two outstanding contestants in any class, it is recommended that they be placed in opposite halves of the drawing bracket. In case several seeded wrestlers are of equal ability, their seeded positions should 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 half-bracket opposite from the outstanding wrestler. A seeded contestant should have the same opportunity to draw for the byes as other contestants in his bracket.

Consideration for determining seeded wrestlers, but not necessarily in this order, is given to: (a) returning place winners, (b) a contestant with an undefeated season record, (c) head-to-head competition and (d) common opponents.

Byes

SECTION 19. When the number of competitors is not a power of 2 (that is, 4,

8, 16, 32, 64), there should be "byes" in the first round. The number of byes should be equal to the difference between the number of competitors and the next higher power of 2. The number of pairs that meet in the first round should be equal to the difference between the number of competitors and the next lower power of 2. There should 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, should be divided equally between top and bottom. If the number of byes is uneven, there should be one more bye at the bottom than at the top, as shown on page WR-33.

Contestants Eligible for Third-Place Matches (Consolations)

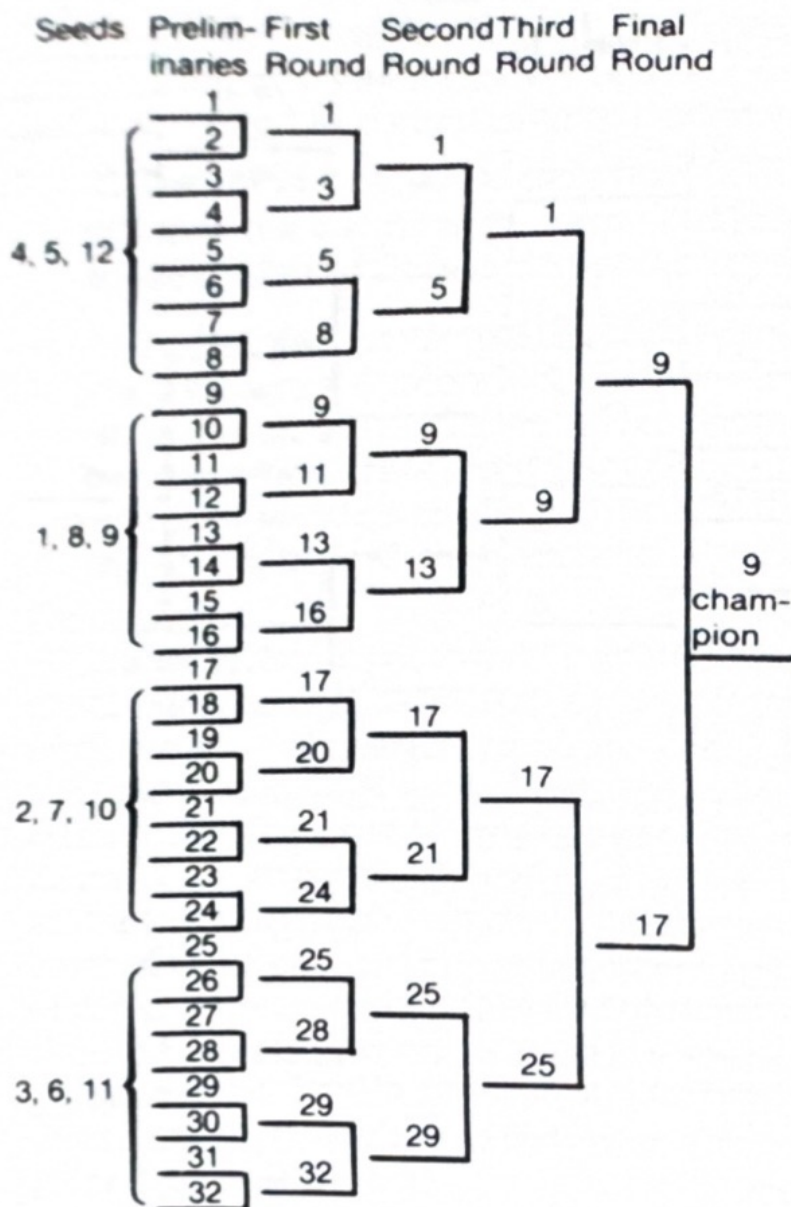
SECTION 20. a. Immediately after completion of the first match of the round of 16 in each weight, consolation rounds should start among all contestants defeated by the winner of this round of 16 match. At the conclusion of the championship quarterfinals, the losers of those quarterfinals should be cross-bracketed into the third round of consolations. At the conclusion of the championship semifinals, the losers of those semifinals should be bracketed into the consolation semifinals. (See Rule 4-20-b.)

After completion of the second through eighth matches in the round of 16 for the same weight, the same plan in the preceding paragraph should be followed.

- b. Consolation matches to determine third place and subsequent places may 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 quarterfinalists in each eighth-bracket.

The winner of the consolation matches involving eligible wrestlers from the first eighth-bracket should be matched with the winner of the consolation matches involving eligible wrestlers from the second eighth-bracket. The winner of this match should be paired with the loser of the championship quarterfinal match in the **fourth quarter** of the bracket (cross-bracketing) in the third round of consolations. Following the same procedure, the winner of consolation matches drawn from the third and fourth eighth-brackets should be matched against the loser from the **third quarter** of the bracket, the winner from the fifth and sixth eighth-brackets against the loser from the **second quarter** of the bracket, and the winner from the seventh and eighth eighth-brackets against the loser from the **first quarter** of the bracket.

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 2

Others, in order—Lines 18, 16, 28, 6, 22, 12, 30, 4, 24, 10, 26, 8, 20

When using a 16-man bracket, byes will take their places in the same order as shown in the second-round column. In making pairings for the 16-man brackets, or smaller, drawings should be made for the No. 1 seed to draw any place in the bracket. This is followed by drawing for the second seed to any place in the half-bracket opposite the No. 1 seed. The third seed then draws to the quarter-bracket opposite the second seed and the fourth seed to the quarter-bracket opposite the first seed.

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.

No. 9-seeded man draws for position in opposite 1/16th bracket from No. 8.

No. 10-seeded man draws for position in opposite 1/16th bracket from No. 7.

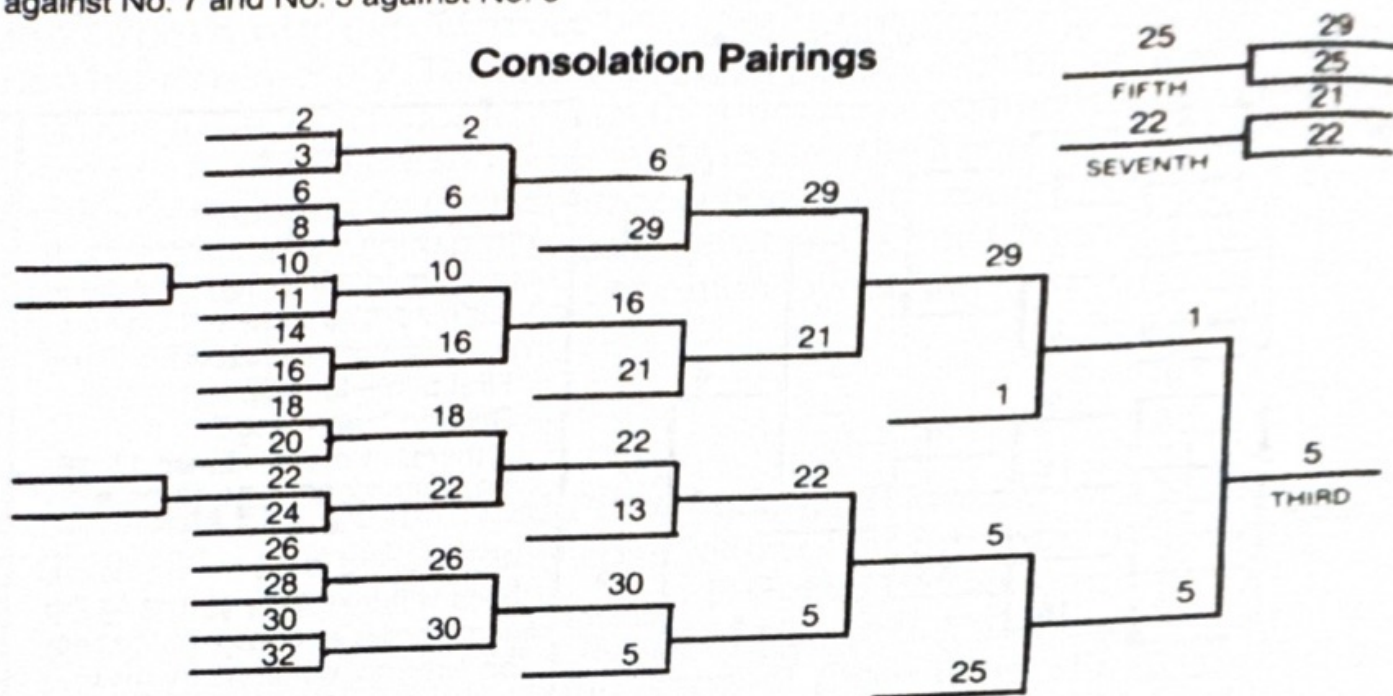
No. 11-seeded man draws for position in opposite 1/16th bracket from No. 6.

No. 12-seeded man draws for position in opposite 1/16th bracket from No. 5.

NOTE—When 12 men are seeded, Nos. 9 through 12 will be placed in the quarter-bracket as indicated in the illustration. These men will be drawn into the eighth-bracket with the lesser of the two seeds.

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

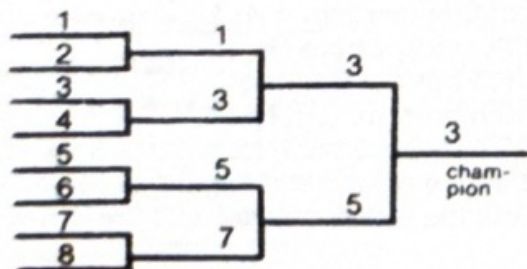
Consolation Pairings



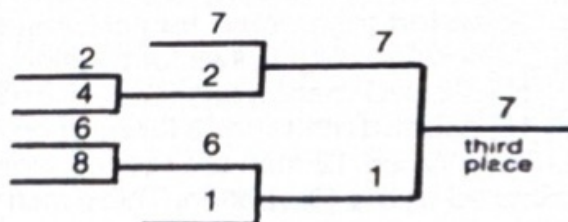
- 2 represents first man defeated by Round of 16 winner 1.
 3 represents second man defeated by Round of 16 winner 1.
 6 represents first man defeated by Round of 16 winner 5.
 8 represents second man defeated by Round of 16 winner 5.
 10 represents first man defeated by Round of 16 winner 9.
 11 represents second man defeated by Round of 16 winner 9.
 14 represents first man defeated by Round of 16 winner 13.
 16 represents second man defeated by Round of 16 winner 13.
 29 represents loser of championship quarterfinal in fourth quarter of bracket.
 21 represents loser of championship quarterfinal in third quarter of bracket.
 1 represents loser of championship semifinal in upper half of bracket.
 Loser of consolation final (1) places fourth.
 Losers of consolation semifinals (29 and 25) compete for fifth place.
 Loser of this bout places sixth.
 Losers of consolation quarterfinals (21 and 22) compete for seventh place.
 Loser of this bout places eighth.

Graphic Illustration of Bracketing for Eight-Man Draw

CHAMPIONSHIP



CONSOLATION



The losers of the championship semifinals are not cross-bracketed. The loser of the upper-bracket semifinal is placed in the upper bracket of the consolation semifinals, and the loser of the lower-bracket semifinal is placed in the lower bracket of the consolation semifinal.

The eligible contestants are designated in Rule 4-20-a.

- c. In the event two wrestlers who previously have competed against each other in the tournament are paired again in the consolation bracket, the matches should be wrestled and scored as if they had not met previously.
- d. In the unique situation when both wrestlers are disqualified for any reason except flagrant misconduct, the wrestler who was awarded the first points in the match will be designated to continue in the consolation bracket. The wrestler who did not score first will be eliminated from further competition.

If both wrestlers are disqualified for flagrant misconduct, neither wrestler may continue in the tournament or score team points. (See Rule 6-6.)

Example

SECTION 21. Referring to the Graphic Illustration on WR-34, those eligible for the third-place rounds are 2, 3, 6 and 8 from the first quarter; 10, 11, 14 and 16 from the second quarter; 29 as the loser of the championship quarterfinal in the fourth quarter; 21 as the loser of the championship quarterfinal in the third quarter; 1 as the loser of the championship semifinal in the upper half; 18, 20, 22 and 24 from the third quarter; 26, 28, 30 and 32 from the fourth quarter; 13 as the loser of the championship quarterfinal in the second quarter; 5 as the loser of the championship quarterfinal in the first quarter, and 25 as the loser of the championship semifinal in the lower half. Only the quarterfinal losers should be cross-bracketed.

Assume that 2 wins from 3 and 6 wins from 8; that 10 wins from 11 and 16 wins from 14; that 18 wins from 20 and 22 wins from 24, and that 26 wins from 28 and 30 wins from 32.

6 then wins from 2 and is matched in the third round of consolations against 29. 16 wins from 10 and is matched against 21. 22 wins from 18 and is matched against 13. 30 wins from 26 and is matched against 5.

29 wins from 6 and from 21 and is matched in the consolation semifinals against 1. 5 wins from 30 and from 22 and is matched in the consolation semifinals against 25. 1 and 5 win and compete for third and fourth places. The losers of the consolation semifinals, 29 and 25, compete for fifth and sixth places. The losers of the consolation quarterfinals, 21 and 22, compete for seventh and eighth places.

All third-place, fifth-place and seventh-place matches should be conducted before the first-place championship match.

Protest

SECTION 22. Committees should be appointed at tournaments to hear all protests. Coaches only may protest errors in recording points or match results and nonjudgment errors in the application of rules. The coach shall inform the official scorer and the referee of his intent to protest the bout before the bout sheet is removed from the scorer's table. The referee will note this intent to protest the bout on the bout sheet and shall notify the opposing wrestler not to leave the area until the matter is settled. These protests should be filed with the tournament committee in writing within a 10-minute period after the bout.

Optional Bracketing

SECTION 23. Any conference or other non-NCAA qualifying tournament may use bracketing agreed upon by the participating schools.

RULE 5

Scoring

Match

Scoring and Timing

SECTION 1. Match scoring and timing should be kept in plain view of spectators, contestants and coaches. It is recommended strongly that a timing device be available and visible for the purpose of recording time advantage. Information on time advantage should be made available to coaches during the progress of the match by the timekeeper.

Individual

Points

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

Takedown (Rule 2-6).....	2 points
Escape (Rule 2-7).....	1 point
Reversal (Rule 2-8).....	2 points
Near Fall (Rule 2-9).....	2 or 3 points
Time Advantage (Rule 2-11).....	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.

(See Rule 6 and the Penalty Table for the effect of penalties on scoring.)

NOTE—Method of recording score for an overtime match.

*Example: 5-3 (OT)**

7-6 (tie breaker)

**Use OT designation only for matches that end in the sudden-death overtime period.*

It is not necessary to list the score at the end of regulation. In matches that go to sudden-death overtime or the tie breaker, the regulation score would have been tied at the eventual loser's final score.

RECOMMENDED 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. *Technical fall*. A technical fall will score five team points.
- c. *Major decision*. When the margin is eight through 14 points, four team points will be scored.
- d. *Decision*. A decision by a margin of fewer than eight points shall score three team points.
- e. *Draw*. In case of a draw, two team points shall be scored for each team.

Tournaments

SECTION 4. a. *Places*. In tournaments, individual placement points should be awarded as soon as earned. Placement points already earned shall be deducted in case of forfeit (except medical forfeits, Rule 2-19) or disqualification for flagrant misconduct. (For exceptions, see Rules 4-15-c and d.)

In tournaments scoring eight places, the winner of each championship quarterfinal should be awarded three place points, the winner of each championship semifinal should be awarded nine additional place points and the winner of each championship final should be awarded four additional place points. The winner of the third round of consolations should receive one place point. The winner of the consolation quarterfinal match should receive two additional place points, and the winner of the consolation semifinals should receive four additional place points. The winner of third place and the winner of fifth place should receive two additional place points, while the winner of seventh place should receive one additional place point.

In tournaments scoring six places, the winner of each championship quarterfinal should be awarded three place points, the winner of each championship semifinal should be awarded nine additional place points

and the winner of each championship final should be awarded four additional place points. The winner of the consolation quarterfinal match should receive three place points. The winner of the consolation semifinals should receive four additional place points. The winner of third place and the winner of fifth place should receive two additional place points.

In tournaments scoring four places, the winner of each championship semifinal should be awarded seven place points and the winner of each championship final should be awarded three additional place points. The winner of each consolation semifinal should receive two place points, and the winner of third place should receive two additional place points.

- b. *Advancement points.* One team point should 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.
- c. An additional point should be scored for each match won by fall, default, forfeit or disqualification throughout the tournament.

Three-quarters of a point should be awarded for each match won by technical fall. One-half point should be awarded for each match won by eight through 14 points.

- d. One point in the championship bracket and one-half point in the consolation bracket may be awarded for a bye if the wrestler receiving the bye wins his next bout.

SUMMARY OF SCORING

Dual Meet

Fall.....	6 pts.
Forfeit.....	6 pts.
Default.....	6 pts.
Disqualification.....	6 pts.
Technical Fall.....	5 pts.
Decision	
(by 8 through 14 pts.).....	4 pts.
(by fewer than 8 pts.).....	3 pts.
Draw.....	2 pts.

Tournament

Fall.....	1 pt.
Forfeit.....	1 pt.
Default.....	1 pt.
Disqualification.....	1 pt.
Advancement	
Championship Bracket.....	1 pt.
Consolation Bracket.....	½ pt.
Technical Fall.....	¾ pt.
Decision	
(by 8 through 14 pts.).....	½ pt.
Bye followed by a win	
Championship Bracket.....	1 pt.
Consolation Bracket.....	½ pt.

Individual Match

Takedown.....	2 pts.
Escape.....	1 pt.
Reversal.....	2 pts.
Near Fall.....	2 or 3 pts.
Time Advantage.....	1 pt.
	(Maximum for 1 full minute)

RULE 6

Infractions

Penalty Table

SECTION 1. The infractions of the rules are penalized in accordance with the penalties listed on the Penalty Table (WR-48-49).

Indicating Infractions

SECTION 2. When indicating an infraction, the referee shall stop the match, except when warning and penalizing either wrestler in the neutral or defensive position for stalling; give the hand signal to indicate the point(s), warning or caution (see Referee's Signals), and announce the penalty so the contestants, scorers, coaches and spectators are aware of the infraction. The referee also should not stop the match for locked hands or grasping clothing committed during a successful reversal, escape or takedown.

NOTE—See exceptions in Rule 6-11, Notes 1 and 2, and Rule 6-16, Note 2.

Warnings and Sequence of Penalties

SECTION 3. The Penalty Table indicates the sequence of warnings and violations, which are cumulative throughout the match.

Unsportsmanlike Conduct

SECTION 4. Unsportsmanlike conduct can occur before, during or after a match. It may include, but is not limited to, such acts as swearing, baiting an opponent, throwing headgear, repeatedly dropping one knee to the mat to break locked hands, indicating displeasure with a call or failing to comply with postmatch procedures.

Intentional breaches of decorum shall not be tolerated in the sport of wrestling. This includes such acts as spitting or blowing of the nose (into other than designated receptacles and repositories) or other acts generally considered to be distasteful to spectators, coaches and fellow competitors. Such acts shall be penalized for unsportsmanlike conduct.

The penalty for unsportsmanlike conduct by a wrestler during the pre- or postmatch period will be deduction of one team point for the first violation; the penalty for the second violation will be disqualification, the deduction of one team point and removal from the premises. Unsportsmanlike conduct

before, during or after a match by coaches, trainers, managers, physicians and noncompeting wrestlers will follow the same sequence of penalties.

The penalty for unsportsmanlike conduct by a wrestler during the match will be one match point for the first violation, one match point for the second violation, two match points for the third violation and disqualification for the fourth violation.

The penalties for unsportsmanlike conduct are cumulative throughout a dual meet or a tournament session for coaches, trainers, managers and physicians. They are cumulative for a contestant for a match or dual meet. These penalties are cumulative per institution.

A spectator who acts in an unsportsmanlike manner may be removed from the premises. The home management shall be responsible for the removal of spectator(s) upon request by the referee or assistant referee. This will be done without penalty to either team.

Unnecessary Roughness

SECTION 5. Unnecessary roughness involves physical acts that occur during a match. It includes any act that exceeds normal aggressiveness. It would include, but is not limited to, a forceful application of a crossface, a forceful trip, or a forearm or elbow used in a punishing way, such as on the spine or the back of the head or neck.

NOTE—Points for unnecessary roughness will be awarded in addition to points earned.

Flagrant Misconduct

SECTION 6. a. Either before, during or after a match, flagrant misconduct—such as intentionally striking an opponent, continued unnecessary roughness, unsportsmanlike conduct or any act serious enough to disqualify a wrestler from a match—shall be penalized by the deduction of one team point, disqualification of the contestant and removal from the premises. A contestant so disqualified in tournament competition is not entitled to placement points or an individual tournament award, nor will he be credited with advancement and fall points earned before the incident; other contestants will remain in their respective positions. (For flagrant misconduct by the winner during the postmatch period, see Rule 4-7-b.)

- b. Any item under unnecessary roughness (see rule 6-5) may be interpreted by the referee as flagrant misconduct.
- c. 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.

Foreign Substance on Skin

SECTION 7. The use of oil or greasy substances that cannot be completely removed shall be grounds for disqualification at the discretion of the referee. Timeout for the removal of such foreign substances shall be cumulative with the timeout for injuries throughout the match and will count against the wrestler's total of three timeouts. The total time utilized shall not exceed 1½ minutes. (See Rule 7-1.)

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

Holds

Illegal

SECTION 8. Any hold shall be allowed, except the hammerlock above the right angle; twisting hammerlock; full nelson; front headlock without the arm; headlock without the arm; 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; full back suplay from a rear-standing position; leg cut back, and any hold used for punishment alone. (See illustration Nos. 15-20, 45 and 61-64.)

Any hold with pressure exerted over the opponent's mouth, nose, throat or neck that restricts breathing or circulation is illegal.

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 force. 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 to the mat with excessive force, a slam will be called. A slam shall be called without hesitation after the situation occurs.*
- 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 is therefore illegal. (See illustration No. 22.)*
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.** *When an illegal hold cannot be prevented, it must be penalized. (Example: A twisting knee lock. See illustration Nos. 24-29.)*
7. *The three-quarter nelson is not to be interpreted as a headlock. (See illustration No. 44.)*
8. *Pulling the head over the shoulder with hands locked or overlapped is not to be interpreted as a headlock. (See illustration No. 43.)*
9. *The double arm bar is legal from any position if hands are locked at the side. (See illustration Nos. 39-40.)*
10. *Points for illegal holds will be awarded in addition to points earned by the offended wrestler.*
11. *The match shall be stopped to penalize the offending wrestler who has applied an illegal hold, except when he is the defensive wrestler in a pinning situation. In this instance, the referee should not stop the match to penalize the offending wrestler until the pinning situation has ended, unless it is necessary to prevent an injury.*

Potentially Dangerous

SECTION 9. The double wristlock, toe hold, split scissor and guillotine, when being applied with the limb forced beyond normal range of movement, and other holds that may cause injury when used legally are considered potentially dangerous holds. (See illustration Nos. 13-14, 53-54 and 57-60.)

Contestants should know the dangers of these holds and the block 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 caution contestants verbally against forcing a potentially dangerous hold into an illegal position.

The chicken wing and arm bar are legal holds. 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 illustration Nos. 55-58.) 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. The reinforced (power) half nelson or the half nelson may become potentially dangerous when the defensive wrestler is unable to roll in the direction of the pressure. (See illustration Nos. 59-60.)

No contestant ever should 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. 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.

Technical Violations

Stalling

SECTION 10. a. *It is the responsibility of contestants, officials and coaches to avoid the use of stalling tactics* or allow their use. Action is to be maintained throughout the match by the contestants making an honest attempt to stay in the circle and wrestle aggressively whether in the top, bottom or neutral position. This concept shall be demonstrated by those responsible *with strict enforcement by referees.* A stalling penalty is preceded by a warning, and there shall be only one warning per contestant per match.

When a referee recognizes stalling *unquestionably* 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.* (See Position Statement, page WR-6.)

- 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(s) 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(s) 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(s) with both hands or arms.

- c. *Neutral position.* Each wrestler must make an honest attempt to work toward the center of the mat and maintain an attack to secure a takedown, regardless of the time or score of the match. Contestants may maneuver outside the center circle and avoid the tie-up if such action is taken to acquire a takedown. Repeated movement away from the opponent without attempting a takedown is defined as fleeing the opponent and is stalling. Withdrawing from the tie-up is not stalling if such action is intended to improve position and is directed toward the opponent. A contestant who continuously avoids contact without initiating an attack, plays the edge of the mat, secures a single leg and does not attempt to finish the move, or uses upper-body tie-ups to control and move his opponent without attempting a takedown is stalling. Repeated use of the head as a lever to acquire a defensive position while in the tie-up is stalling.
- d. *Advantage position.* The contestant in the advantage position on the mat must wrestle aggressively and attempt to secure a fall when action permits. Whenever the offensive wrestler is content to hold his opponent on the mat and not work for a fall, he is stalling. Typical holds contributing to stalling include: cross-body ride, scissors on the near leg, lacing both legs of the defensive wrestler, spiral and half-nelson ride. 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 the opponent back to the mat should be treated as stalling. Repeatedly applying the legs while in the rear-standing position is stalling.
- e. *Defensive position.* Refusing to wrestle aggressively in the defensive position is stalling. The contestant in the defensive position must initiate action designed to escape or reverse his opponent. Failure to make these attempts is stalling and shall be penalized as a technical violation. The referee will give both visual and verbal warnings without stopping the match. (See Penalty Table.)

NOTE 1—When there is little or no action in the mat position, the responsibility for initiating action rests with both wrestlers.

NOTE 2—A stalemate or stalling should not be called on a defensive wrestler when, in reality, the offensive wrestler was responsible for the inactivity because he made no attempt to improve his position or turn his opponent. Examples are: double or single bar arms, double leg grapevine, inside turk

figure-four ride.

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

Interlocking Hands

SECTION 11. 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 unethical for the defensive wrestler to touch his hands or one knee 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 illustration Nos. 65 and 67-70.)

NOTE 1 — The referee shall stop the match when it is obvious that the defensive wrestler will not complete an escape or reversal. If the defensive wrestler is successful with the escape or reversal, the match shall not be stopped to award points.

NOTE 2 — Time advantage should be stopped at the time the referee signals that the offensive wrestler has an unfair advantage, such as locked hands or an illegal hold. The referee is to signal this by giving the locked hands or illegal hold signals as shown in the Referee's Signals (page WR-79).

Figure Four Scissors

SECTION 12. The figure four scissors is a technical violation when applied by the offensive wrestler around the body or around both legs of the defensive wrestler.

Leaving Mat Without Permission

SECTION 13. It is a technical violation to leave the mat without first receiving permission to do so from the referee.

Fleeing Wrestling Area

SECTION 14. Fleeing the wrestling area or forcing (including dragging) an opponent out of the wrestling area as a means of avoiding the scoring of points or wrestling is a technical violation. Penalty points shall not be awarded for fleeing the wrestling area in a pinning situation when near-fall points have been earned.

Towel Off

SECTION 15. A timeout for towel off perspiration shall not be permitted during the match and is a technical violation.

Grasping Clothing

SECTION 16. Grasping of clothing, the mat, equipment or headgear by a contestant is a technical violation, and any advantage gained thereby shall be nullified.

NOTE 1—(Treat same as Notes under Section 11.)

NOTE 2—Points for unnecessary roughness, illegal holds and technical violations will be awarded in addition to points earned.

False Starts

SECTION 17. Making false starts is a technical violation. The sequence of penalties will be:

- a. First and second violations—visual caution, signified by a C formed by the forefinger and thumb.
- b. Third and subsequent violations—one penalty point for each occurrence.

The sequence of penalties is inclusive with incorrect starting positions.

Incorrect Starting Positions

SECTION 18. Assuming an incorrect starting position can be a technical violation when, in the judgment of the referee, a wrestler assumes an incorrect starting position to:

- a. Gain a distinct advantage over his opponent,
- b. Repeatedly assume an incorrect starting position, or
- c. Demonstrate obvious disregard for the referee's instructions or the rules.

Other incorrect starting positions shall be corrected by the referee by verbal communication with the wrestler(s).

The sequence of penalties is inclusive with false starts.

PENALTY TABLE

Infraction	Rule, Section	First Violation	Second Violation	Third Violation	Fourth Violation	Fifth Violation
Unnecessary roughness ¹	6-5	1 match pt.	1 match pt.	2 match pts.	Disqualify	—
Illegal holds ¹	6-8	1 match pt.	1 match pt.	2 match pts.	Disqualify	—
Technical violations ¹	6-10— 6-18	1 match pt.	1 match pt.	2 match pts.	Disqualify	—
Stalling (and delaying match)	6-10 (6-10 f)	Warning	1 match pt.	1 match pt.	2 match pts.	Disqualify
False starts and Incorrect starting positions	6-17 6-18	Caution	Caution	1 match pt.	1 match pt.	1 match pt.
Unsportsmanlike conduct ² — nonparticipating team personnel; contestants before and after match	6-4	Deduct 1 team pt.	Disqualify; deduct 1 team point; remove from premises ³	—	—	—
Unsportsmanlike conduct ² — contestants	6-4	1 match pt.	1 match pt.	2 match pts.	Disqualify	—
Flagrant misconduct	6-6	Disqualify; deduct 1 team pt.; remove from premises ³	—	—	—	—
Control of mat area and Questioning the official ⁴	4-11 4-13 8-5	Warning	Warning	Deduct 1 team pt.	Deduct 2 team pts.	Deduct 2 team pts.; remove from premises
Foreign substances on skin, appearance, or illegal uniform or equipment	6-7	Disqualify if not removed or corrected within contestant's remaining injury time ⁵	—	—	—	—
Communicable diseases and Special medication	3-7 7-7	Disqualify	—	—	—	—

Note A—Any combination of four penalties, excluding false starts and assuming incorrect starting position, accumulated during a match (including overtime and the tie breaker) will result in disqualification.

Note B—Disqualification due to technical violation, illegal holds, unnecessary roughness or unsportsmanlike conduct does not eliminate a contestant from further tournament competition. Disqualification for flagrant misconduct eliminates that contestant from further competition in that tournament, and he forfeits all points and placement earned in the tournament.

¹Points for unnecessary roughness, technical violations and illegal holds will be awarded in addition to points earned by the offended wrestler.

²The penalties are cumulative throughout a dual meet or a tournament session for coaches, trainers, managers and physicians. They are cumulative for a contestant for a match or dual meet. These penalties are cumulative per institution.

³Removal is for the duration of the dual meet or tournament session in which it occurred. For flagrant misconduct by the winner during the postmatch period, void the match results with no winner declared.

⁴These offenses are cumulative per institution throughout each dual meet and for the duration of triangular meets, quadrangular meets and tournaments.

⁵Referee may declare an official timeout to correct equipment or uniform that becomes illegal or inoperative during use.

SUMMARY OF TECHNICAL VIOLATIONS

Stalling (6-10-a)—First, warn

Holding legs (6-10-b)

Delaying match (6-10-f)—(treat under stalling)

Interlocking hands (6-11)

Figure four scissors (6-12)

Leaving mat without permission (6-13)

Fleeing wrestling area (6-14)

Towelng off (6-15)

Grasping clothing, etc. (6-16)

False starts (6-17)

Incorrect starting position (6-18)

RULE 7

Injuries and Timeouts

Timeout

SECTION 1. a. An injured contestant may be awarded timeout up to a maximum of 1½ minutes, which is cumulative throughout the match, including the sudden-death overtime period and the tie breaker. Additionally, there shall be a limit of three timeout periods taken by each wrestler in any match, including the sudden-death overtime period and the tie breaker. If, at the expiration of the timeout, the contestant is able to continue wrestling, the match shall be resumed as if the contestant had gone out of bounds. Only the referee may call such timeouts.

NOTE—Timeout is not permitted to recover from fatigue or to regain one's composure. Such action is considered unsportsmanlike conduct.

- b. Timeout for excessive bleeding shall not count against the wrestler's total of three allowed timeouts or against his 1½ minutes of injury time. The number and length of timeout periods for such bleeding is left to the discretion of the referee.
- c. The coach has the prerogative to default (stop) a match in progress, or during a timeout or injury timeout, by walking onto the edge of the wrestling area in an orderly manner and bringing his intentions to the attention of the referee. The contestant may stop the match by stating clearly and verbally to the referee his intent to default. It is understood by the coach, contestant and referee that either of these procedures terminates the bout in progress.
- d. When a contestant returns to the mat ready to wrestle after an injury timeout and the referee questions the contestant's ability to continue, he may call an official timeout for medical consultation. The official timeout occurs only after the contestant's injury time has expired. The medical personnel can

examine, but not treat, the contestant during this time.

Coaching an Injured Contestant

SECTION 2. Any coaching of the injured contestant during injury timeout shall be penalized as unsportsmanlike conduct by the coach. Coaching of a wrestler who has been injured as a result of illegal action is permitted. During injury timeout, 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. The coach of the uninjured wrestler may coach his wrestler.

Unconsciousness or Serious Injury

SECTION 3. 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 Sections 4 and 5 of this rule.

Similarly, a contestant who receives a serious injury to the head, neck or spinal column must have a physician's approval before he may continue to compete.

Accidental Injury

SECTION 4. If a contestant is injured accidentally and is unable to continue the match, his opponent shall be awarded the match by default.

Injury From Illegal Action

SECTION 5. a. If a contestant is injured by any illegal hold or unnecessary roughness to the extent that he is unable to continue, he then is allowed a maximum of two minutes of recovery time to be ready to wrestle. This time does not count against his cumulative 1½ minutes of injury time. If he is not able to continue at the end of two minutes of recovery time, then the match is awarded to the injured contestant and scored as a default. However, if he recovers and wrestling resumes, he then cannot be awarded the match by default for this illegal action.

b. In the case of an intentional attempt to injure an opponent, the offender is guilty of flagrant misconduct (Rule 6-6) and shall be disqualified.

Attendants During Timeout

SECTION 6. No more than two attendants and a physician/trainer shall be permitted on the mat with the wrestler during timeout.

Special Medication

SECTION 7. The use of special medication during a match or timeout because of a preexisting condition such as asthma, diabetes, etc., shall result in disqualification.

RULE 8

Officials

Referee

The NCAA Wrestling Committee recommends that all collegiate referees utilized for dual-meet and tournament competition be current members of the National Wrestling Officials Association and view the NCAA rules interpretation videotape.

Attire

SECTION 1. The referee will be attired neatly. A referee's attire for all dual meets and tournaments shall consist of:

- a. Black-and-white referee's short-sleeve knit shirt,
- b. Black full-length trousers,
- c. Black socks and black gym shoes,
- d. Black belt,
- e. Red and green wrist bands, and

NOTE—The referee should wear green on his right wrist and red on his left to correspond to the starting lines of the home and visiting teams, respectively. However, the referee shall have the flexibility to switch color assignments to match team uniforms.

- f. Other accessories—coin or colored disk and whistle.

Responsibility

SECTION 2. On matters of judgment, the referee shall have full control of the meet and his decisions shall be final; however, a referee may change a call immediately if he feels his call was in error. 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, the presence of oils or greasy substances, rosin, objectionable pads, improper clothing, finger rings, and long fingernails and advise against the chewing of gum during the match as a health hazard;
 - (2) Inspect the mat for official markings (see Rule 1-6);
 - (3) Clarify the rules with coaches and contestants, and
 - (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. (See Rule 4-8-a.)
 - c. The referee will use the Referee's Signals (WR-79).
 - d. The referee shall signal 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 timeout 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. The referee is to be sure to let the wrestlers know when near-fall points have been earned.
 - 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 Rule 6. On each warning and penalty, except the warning and penalty for neutral or 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 Referee's Signals.) The referee also should not stop the match for locked hands or grasping clothing committed during a successful reversal, escape or takedown.
 - 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 verbally may instruct but not coach the wrestlers.
 - i. The referee shall position himself near the injured wrestler during injury timeout. He is to watch for coaching of the injured wrestler, which is

unsportsmanlike conduct. (See Rule 7-2.)

- j. The referee should not place his hands under the shoulders of a contestant unless absolutely necessary to determine a fall.
- k. The referee should meet promptly, in a spirit of good sportsmanship, any situation developing unexpectedly.
- l. If, at the end of a match, there is a doubt as to the winner, the referee shall order the contestants to stay in their designated areas while he checks the time advantage and the scorers' 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 Rules 2-15 and 4-7 and Referee's Signals.)
- m. The referee shall sign the official score sheet or score book certifying final results.
- n. The referee is responsible for the seating arrangement at the scorer's table in accordance with the diagrams on page WR-57.
- o. If a correction is made, the referee should advise the wrestlers, coaches and table personnel as soon as possible.
- p. If the referee determines that a fall, near fall, takedown, reversal, escape or any infraction has occurred, and the period ends before he can so indicate, the fall or points shall be awarded or the offending wrestler penalized. If the referee is in doubt as to whether such a situation has occurred before or after the period has ended, he shall consult with the assistant referee, if available. If there is no assistant referee or if the assistant referee also is in doubt, the referee shall ask the match timekeeper whether the indication was made by hand signal before the period ended.

Other Officials

Assistant Referee

SECTION 4. In tournament competition, it is recommended that one assistant referee be assigned to assist the referee. The use of an assistant referee is designed to minimize human error. The assistant referee will be granted the same mobility as the referee and complement the referee during the match by making visual signals, visual point calls and assisting calls; however, the referee will be in control of the match. When possible, the assistant referee should be in a position to observe mat action and the clock simultaneously at the expiration of each period.

Assistant Referee Procedures

SECTION 5. a. Verbal communication between the assistant referee and referee is encouraged.

- b. When the assistant referee disagrees with the referee, it is mandatory that he immediately bring it to the referee's attention.
- c. When the assistant referee disagrees with the referee, the match should be stopped as soon as it is practical and an official timeout will be indicated. The assistant referee should avoid interrupting the match while significant action is in progress.
- d. When necessary, the assistant referee and referee should meet quickly in front of the scorer's table to discuss the disagreement.
- e. An assistant referee may support, disagree with or have no opinion relative to a decision. However, the referee should prevail in the event of a disagreement.
- f. When a decision is reached, the referee should inform the scorer's table of any change in the match scoring.
- g. The referee, assistant referee and two contestants are the only individuals permitted to step onto the wrestling mat. Coaches are not permitted to address the assistant referee. (Failure to comply will be penalized according to Rule 4-11-c.)
- h. If the assistant referee determines that a coach, contestant or other team representative is in violation of rules pertaining to unsportsmanlike conduct, control of the mat area or questioning judgment, he should notify the violator and the referee when appropriate. The referee should inform the scorer's table.

Match Timekeeper

SECTION 6. The match timekeeper is responsible for the following:

- a. Overseeing assistant timekeepers and scorers, constantly checking their activities.
- b. Keeping the overall time of the match.
- c. Keeping and recording timeouts. The time remaining shall be called out at intervals of one minute, 45 seconds and 30 seconds and counted down from 15 seconds to zero.
- d. Notifying the referee of a disagreement among the official scorers or timekeepers or when requested by the coach to discuss a possible error. The timekeeper should wait until significant action has ceased before

notifying the referee, who then will stop the match.

- 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 also shall 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 a visual clock is not available.
- h. Informing the referee when a differential of 15 points occurs.

SEATING ARRANGEMENT AT SCORER'S TABLE

WHEN INDIVIDUAL CLOCKS OR STOPWATCHES 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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Assistant Timekeepers

SECTION 7. The assistant timekeepers may be assigned and are responsible for the following:

- a. Recording the cumulative 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, illegal holds or grasping of clothing.

Scorers

SECTION 8. The scorers are responsible for the following:

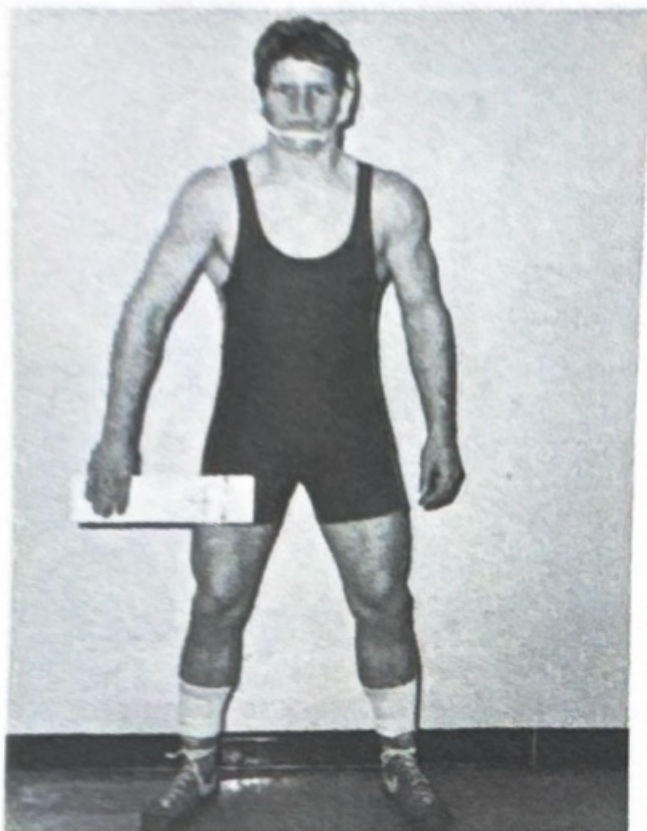
- a. Recording which contestant has the choice of position at the start of the third period.
- b. Recording points scored by both contestants when signaled by the referee.
- c. Constantly checking each other's scoring.
- d. Immediately advising the match timekeeper when they are in disagreement regarding the score.
- e. Keeping the scoreboard operator continually advised of the official score during each match.
- f. Showing the referee the score card at the end of each match.
- g. Recording the time-advantage point, if earned, in the final match score.
- h. Recording the time advantage at the end of each period.
- i. Informing the timekeeper and referee when a technical fall occurs.

Scoring Abbreviations

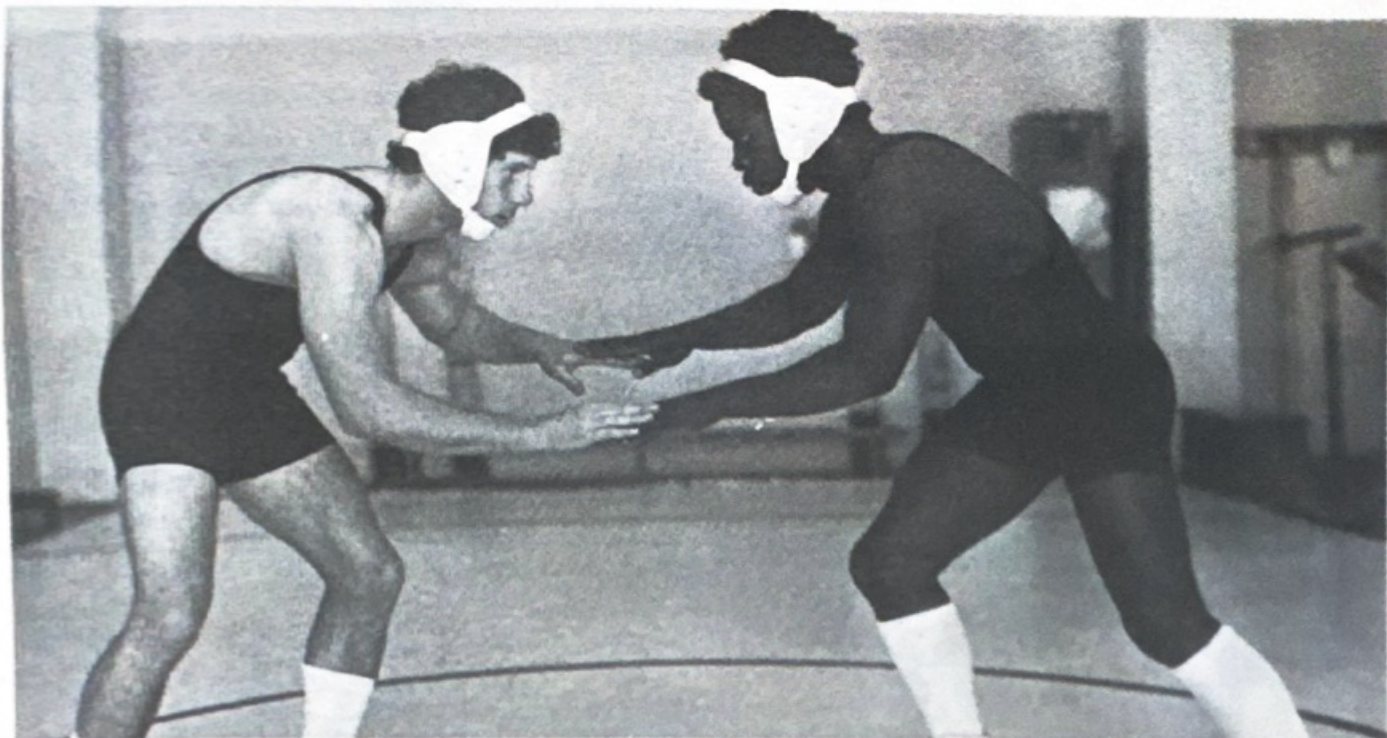
SECTION 9.

T-2 — Takedown
 R-2 — Reversal
 E-1 — Escape
 N-2 — Near fall (two seconds)
 N-3 — Near fall (five seconds)
 S — Stalling
 TV — Technical violation
 P — Illegal holds, unnecessary roughness
 C — Caution
 W — Warning
 UC — Unsportsmanlike conduct
 FMC — Flagrant misconduct

F 1:36 — Fall at 1:36
 For — Forfeit
 M. For — Medical forfeit
 Def. — Default
 DQ — Disqualification
 MD — Major decision
 Dec. — Decision
 DR — Draw
 RT — Riding time
 TF 5:19 — Technical fall at 5:19
 ↔ — Neutral
 ↑ — Top
 ↓ — Bottom



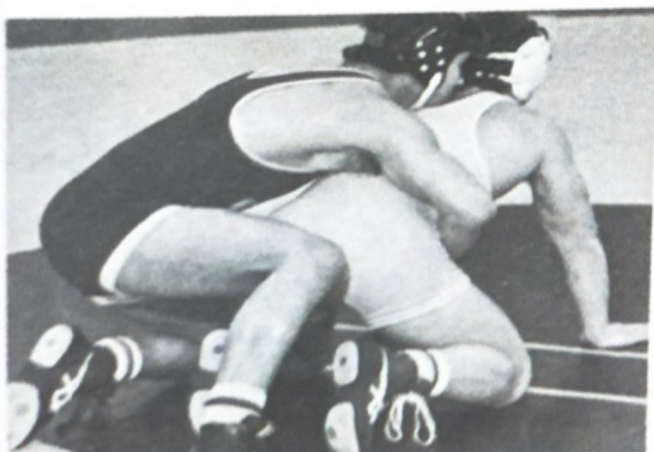
Nos. 1 and 2 — FRONT AND REAR VIEW OF OFFICIAL UNIFORM. *Front (with 4-inch inseam) and rear view of official shirt. Any shirt with more exposure is illegal. The rear view also shows a wrestler's pinning area.*



No. 3 — TOUCH START (sight handicapped). *Each contestant shall have the fingers of one hand over and the fingers of the other hand under his opponent's fingers. Fingers shall not extend beyond the knuckles.*



No. 4—NEUTRAL STARTING POSITION. *Correct starting position for neutral wrestling. Wrestlers should place lead foot or both feet on their respective, designated area.*



Nos. 5 and 6—STARTING POSITION. *As required in Rule 2-1 b-c. (Note starting lines, Rule 1-6.)*



No. 7—OPTIONAL OFFENSIVE STARTING POSITION. [Rule 2-1-c-(2)]



No. 8—ILLEGAL OPTIONAL OFFENSIVE STARTING POSITION. *Wrestler cannot straddle opponent's body.* [Rule 2-1-c-(2)]



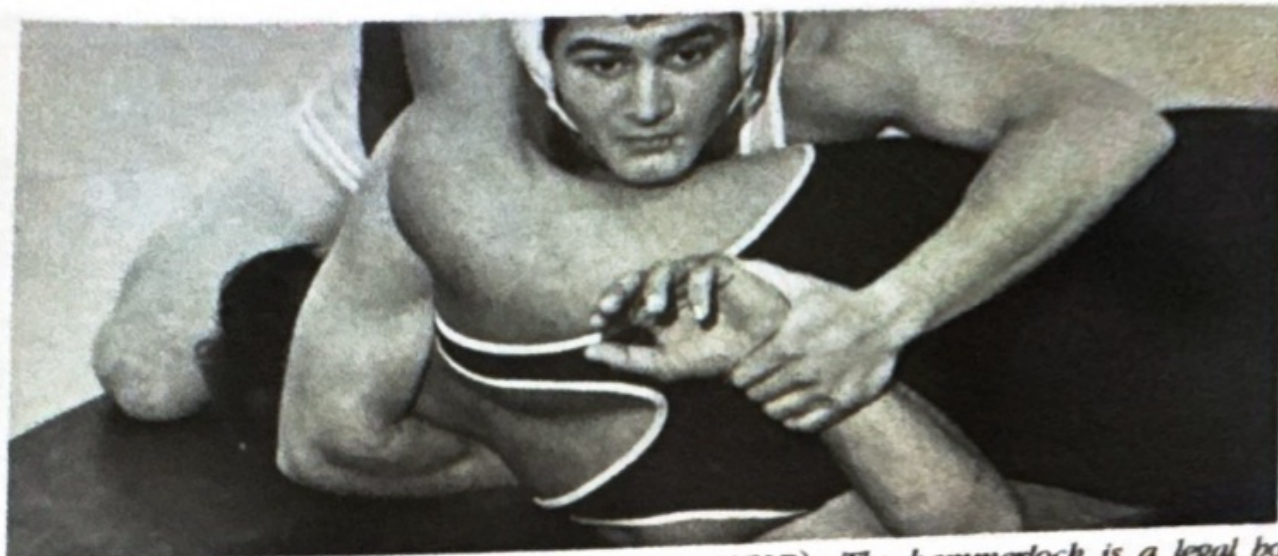
No. 9—CONTROL. *Control following allowance for reaction time.*



No. 10—CONTROL. *Control following allowance for reaction time.*



No. 11—CONTROL. *Possible control by controlling the top leg.*



No. 12—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 the hold is illegal.*

No. 13—ILLEGAL DOUBLE WRISTLOCK ON THE MAT. *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. 14—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. 15 — LEGAL FRONT HEADLOCK. *Illustration shows arm along side of face with arm included.*



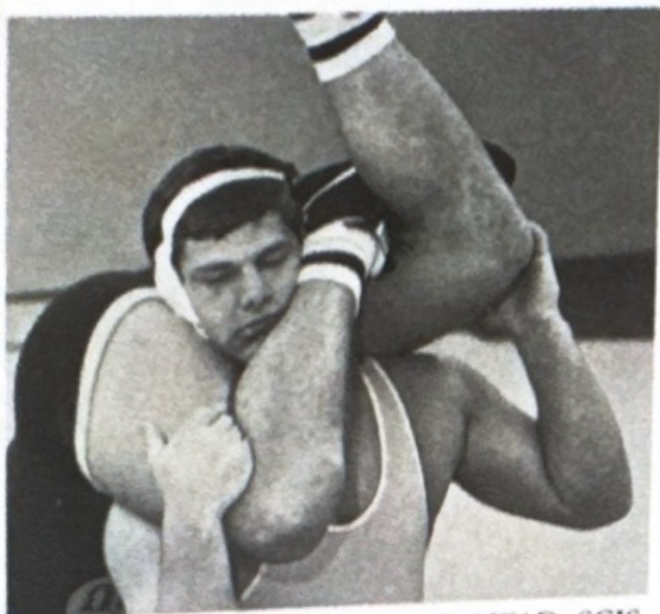
No. 16 — ILLEGAL FRONT HEADLOCK. *Illegal front headlock without arm included.*



No. 17 — ILLEGAL HEAD SCISSORS. *This straight scissors on the head is illegal.*



No. 18 — LEGAL HEAD SCISSORS (FIGURE FOUR HEAD SCISSORS). *The figure four head scissors is considered legal when taken as shown, with the bold on either side of the face.*



No. 19—LEGAL FIGURE FOUR HEAD SCISSORS. *The eyes, nose and mouth are not covered.*



No. 20—ILLEGAL FIGURE FOUR HEAD SCISSORS. *The leg covers eyes, nose or mouth and is illegal.*



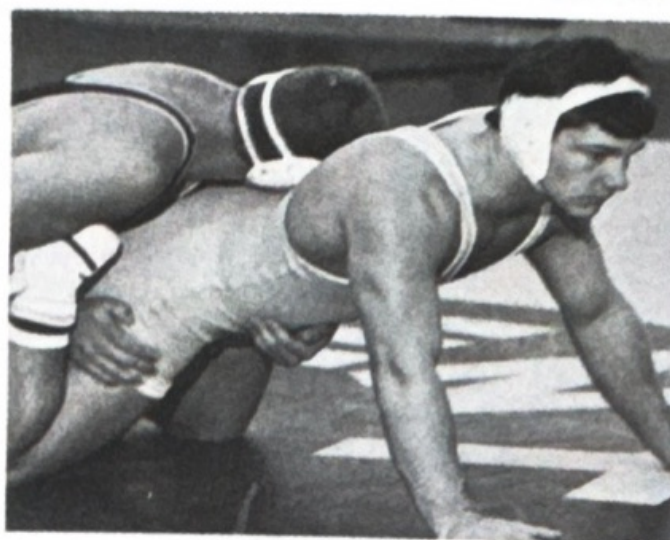
No. 21—FIGURE FOUR SCISSORS. *This hold around the body or both legs is a technical violation.*

No. 22—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. 23—STRAIGHT BODY SCISSORS. *A legal hold.*



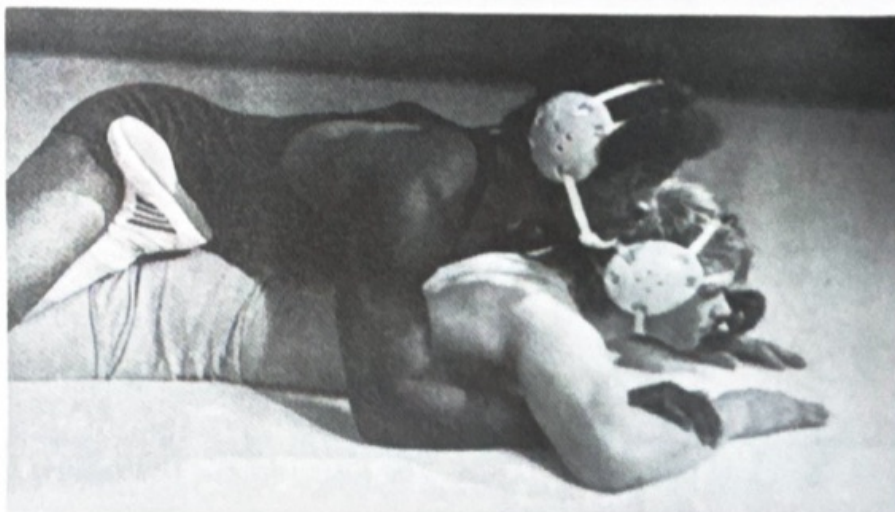


Nos. 24 and 25 — ILLEGAL TWISTING KNEE LOCK. *This shows a twisting knee lock. It is an illegal hold (Rule 6-8). The referee should anticipate the danger of injury from this hold and be in a position to block it before it reaches the danger point. (See Rule 6-9.)*



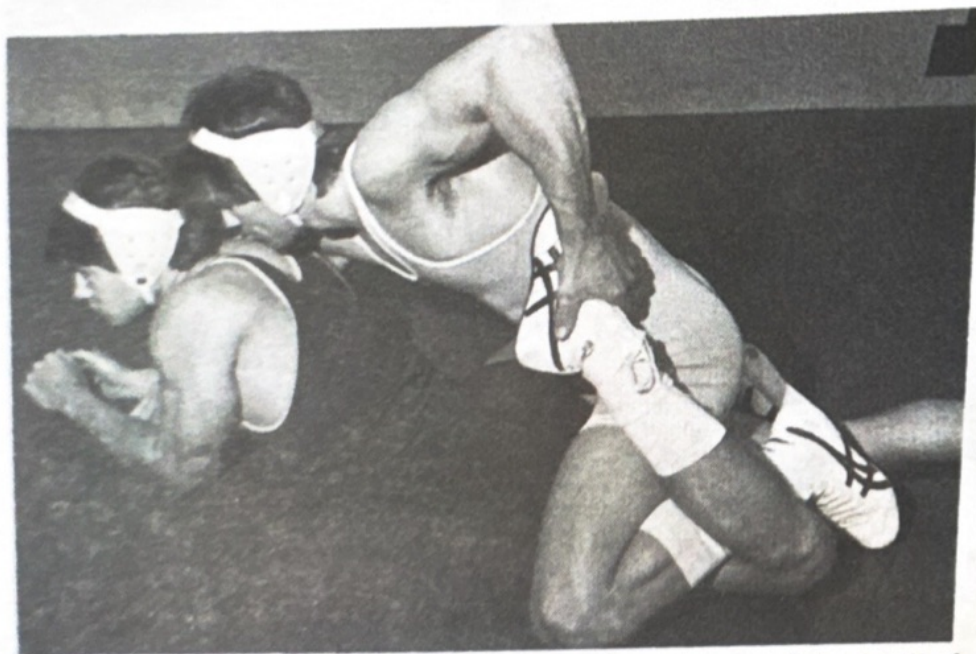
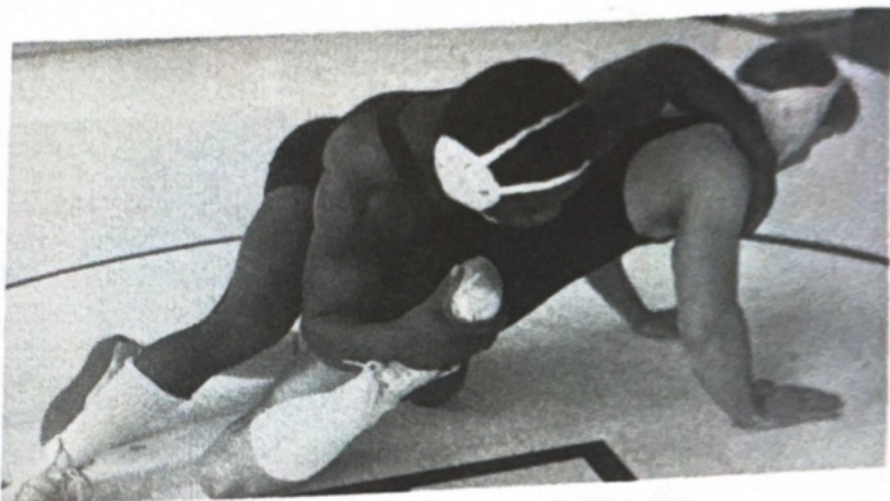
No. 26 — TWISTING KNEE LOCK. *Twisting knee lock pressure against the normal movement of the knee joint as illustrated constitutes an illegal hold.*

No. 27 — LEGAL LEG TRAP. *This is legal if heel goes to buttocks and not to side of hip. If top man does not improve his position, he can be called for stalling.*





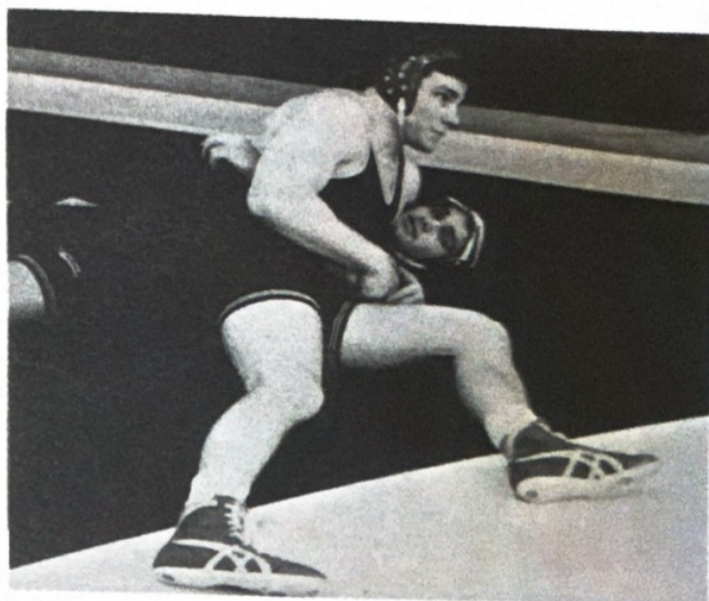
Nos. 28 and 29 — ILLEGAL TWISTING KNEE LOCK. *Both illustrations show illegal twisting knee lock. The pressure is against the normal movement of the knee joint.*



No. 30 — ILLEGAL KNEE LOCK. *The top man has obstructed the normal movement of the knee joint.*

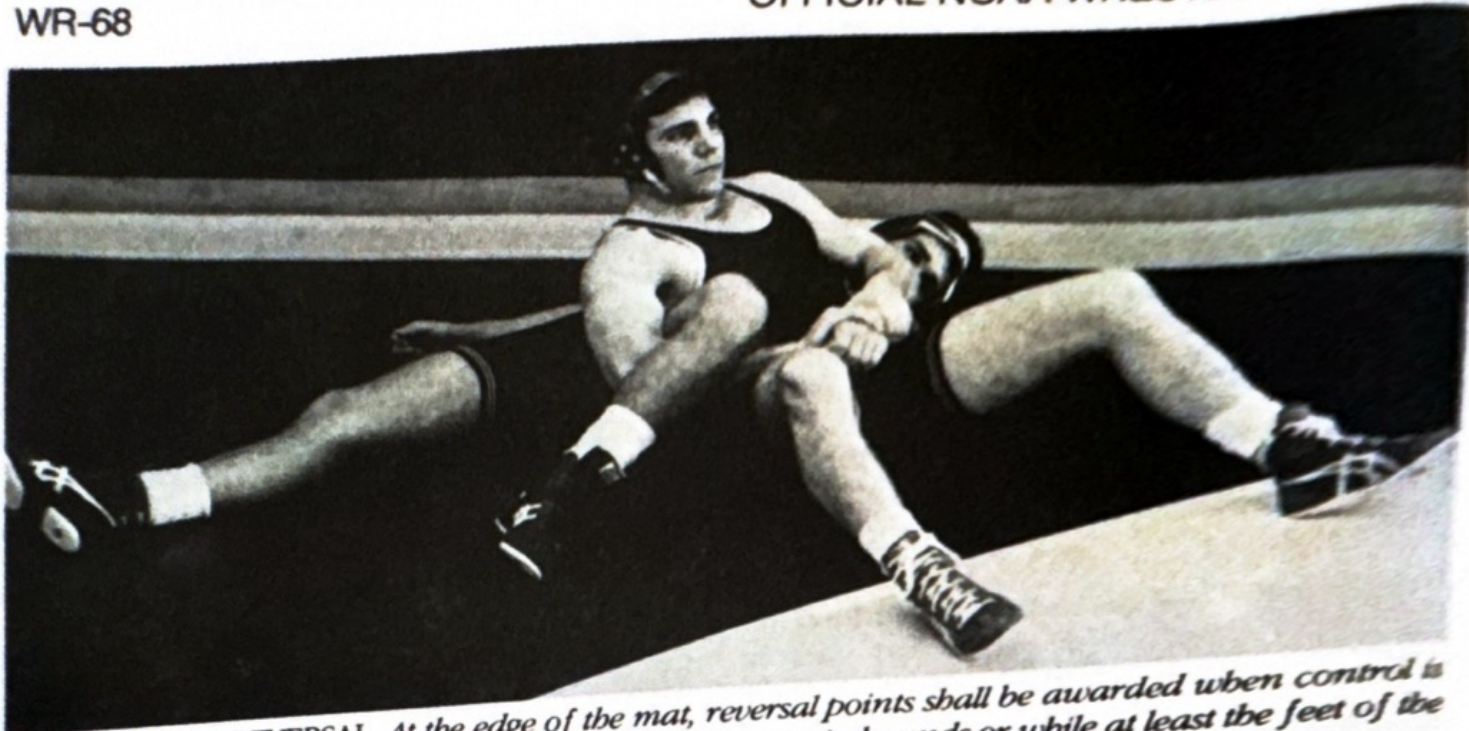


Nos. 31 and 32 — LEGAL TAKEDOWNS. *At the edge of the mat, takedown points shall be awarded when control is established while the supporting points of either wrestler are in bounds or while at least the feet of the scoring contestant remain down on the mat in bounds.*

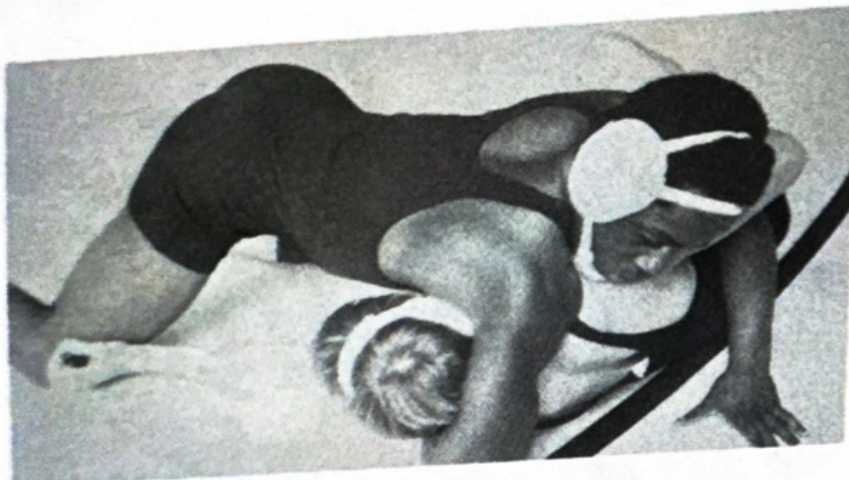


No. 33 — NO TAKEDOWN. *The scoring contestant does not have at least both feet down on the mat in bounds.*

WR-68



No. 34—LEGAL REVERSAL. *At the edge of the mat, reversal points shall be awarded when control is established while the supporting points of either wrestler are in bounds or while at least the feet of the scoring contestant remain down on the mat in bounds.*

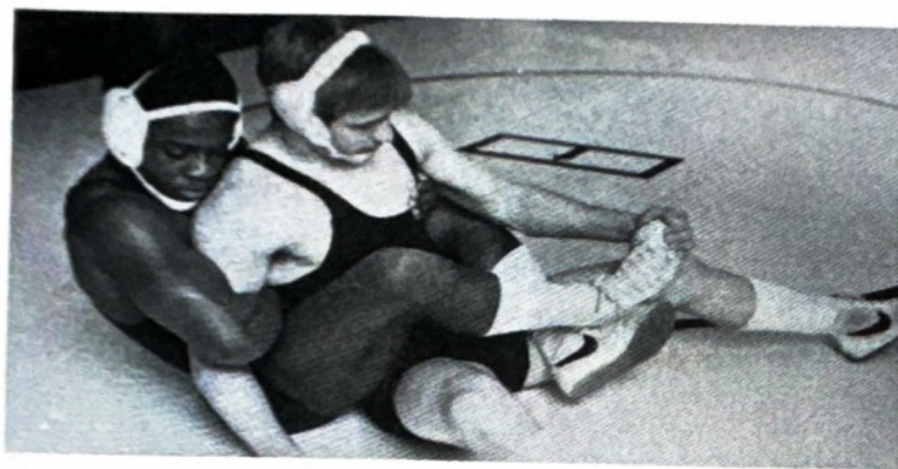


No. 35—NO NEAR FALL. *The shoulder and scapula of the defensive wrestler have broken the plane of the mat area. No near fall or fall can be awarded in this position.*

No. 36—IN BOUNDS. *The shoulders or scapula of the defensive man are in bounds and a fall can occur.*



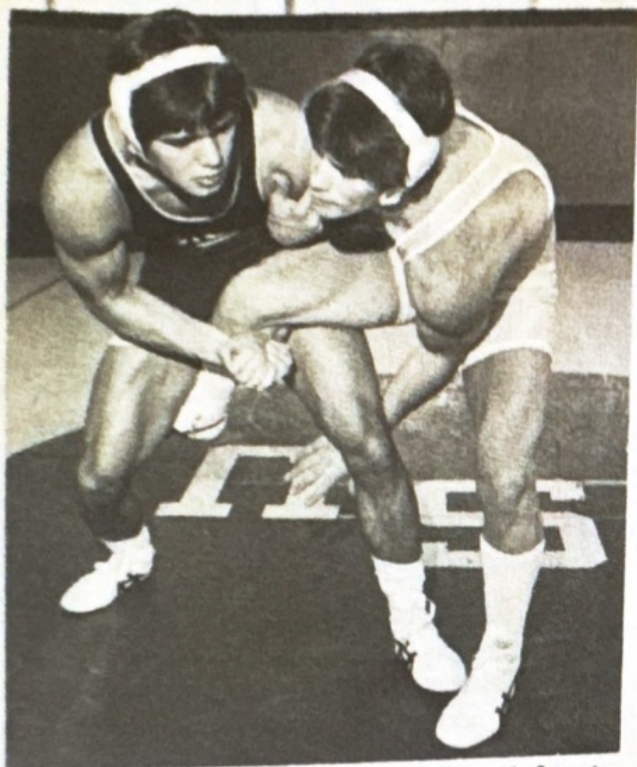
No. 37—LEGAL FOOT (INSTEP) HOLD. *The defensive wrestler may grasp the instep, heel or ankle in his effort to escape, providing the pressure is not such as to endanger the ankle, knee or hip joint.*



No. 38—TOE HOLD. *This is a potentially dangerous hold.*



Nos. 39 and 40—LEGAL (left) and ILLEGAL (right) DOUBLE ARM BAR. *Locking hands behind the back in a double arm bar. Note that the double arm bar is legal when hands are locked at side (under armpit).*



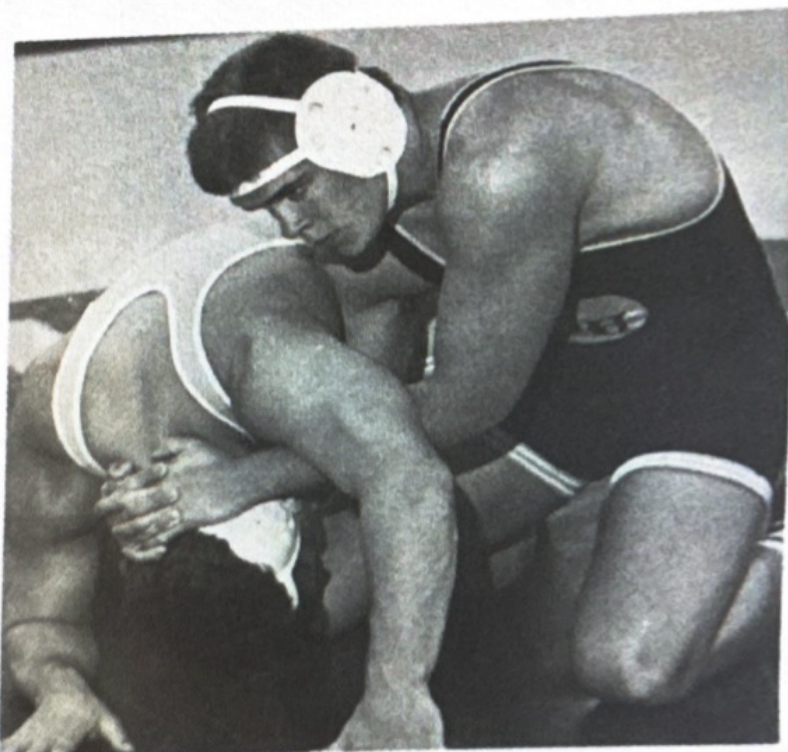
No. 41—LEGAL LEG BLOCK. *The defensive wrestler may use his arm to block the leg and then sit back to take his opponent to the mat.*



No. 42—ILLEGAL LEG BLOCK (cut back). *The defensive wrestler is not allowed to use his leg in a whip-like fashion to take his opponent back to the mat.*



No. 43—A LEGAL HOLD. *Pulling the head over the shoulder with hands locked or overlapped. This also applies to a bridge-back situation.*



No. 44—THREE-QUARTER NELSON—A legal hold.



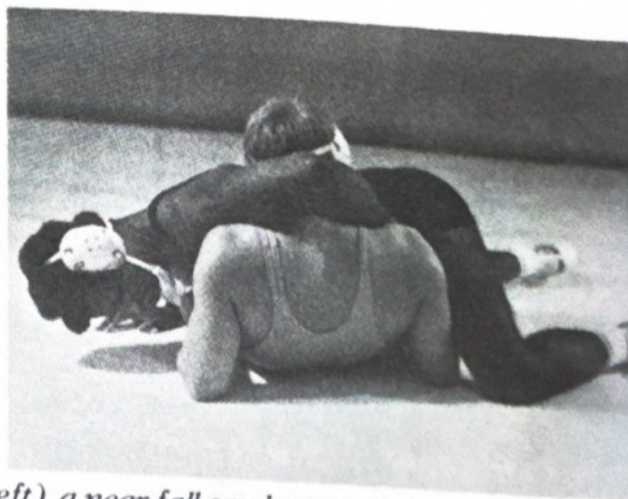
No. 45 — ILLEGAL HAND POSITION. This shows an illegal position of hand and wrist on the throat. Also, a form of stalling.



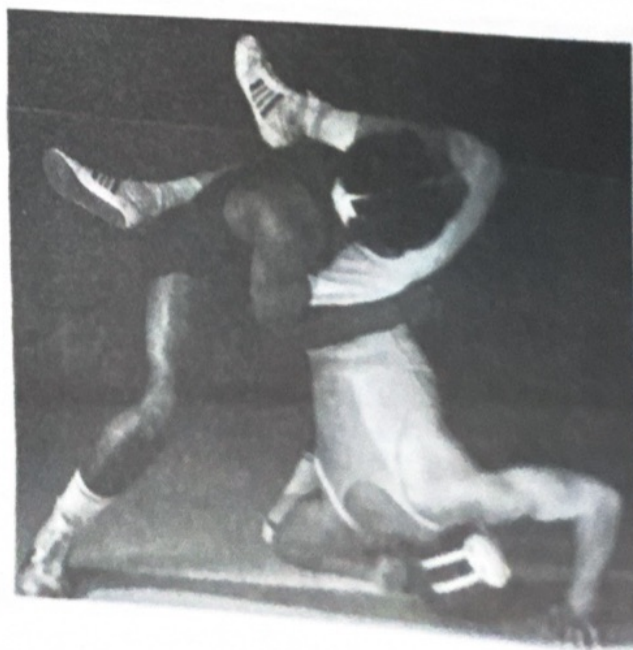
No. 46 — ILLEGAL FULL NELSON. The top man may not apply the full nelson.



Nos. 47 and 48 — NEAR FALL. In illustration above (left), a near fall can be scored if criteria are met. Illustration on right shows defensive man on elbows. Near fall shall be awarded.



No. 49 — NEAR FALL. Defensive wrestler is bridging. The offensive wrestler has firm control near the crotch and is able to put weight down to break the bridge. A near fall shall be awarded if criteria are met.





No. 50—NEAR FALL. *Illustration shows defensive wrestler bridging back to break body scissors and cross-body ride. In neither case should the near fall be awarded when he is in a bridge, unless he cannot turn out of the bridge when the offensive wrestler starts to assume control of the pinning situation. In cases where the defensive wrestler initiates a bridge to free himself from the use of legs, he should be given time to get out of the bridge.*



Nos. 51 and 52—ILLEGAL OVERHEAD DOUBLE ARM BAR. *This hold is illegal when used as shown above either with or without the scissors and applied with either one or both arms.*



No. 53—LEGAL GUILLOTINE. *Arm is locked around opponent's head or neck.*



No. 54—POTENTIALLY DANGEROUS GUILLOTINE. *When applying the guillotine, forcing the arm beyond normal range of movement parallel to the long axis of the body is to be interpreted as potentially dangerous.*



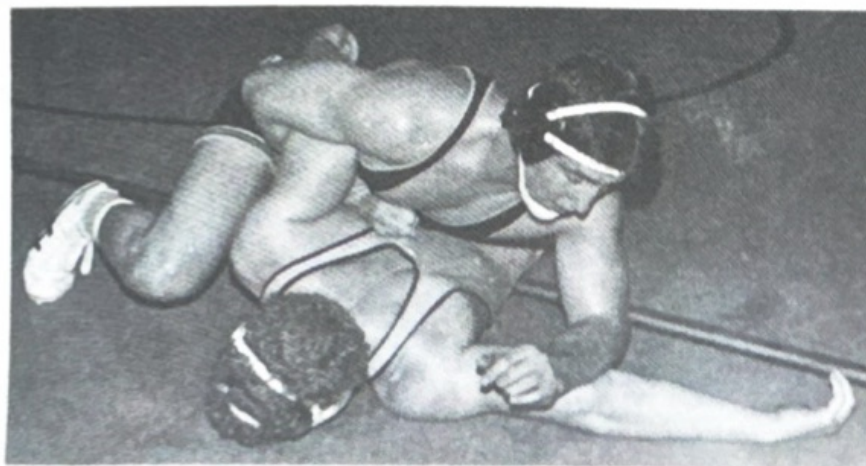
No. 55—LEGAL CHICKEN WING. *No evidence of illegal pressure or twisting hammerlock.*



No. 56—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. 57—LEGAL ARM BAR. *The pressure is perpendicular to the long axis of the body and the far arm is not blocking the bottom wrestler's ability to turn.*



No. 58—POTENTIALLY DANGEROUS ARM BAR. *While the pressure is perpendicular to the long axis, the far arm is blocking the bottom wrestler's ability to turn.*



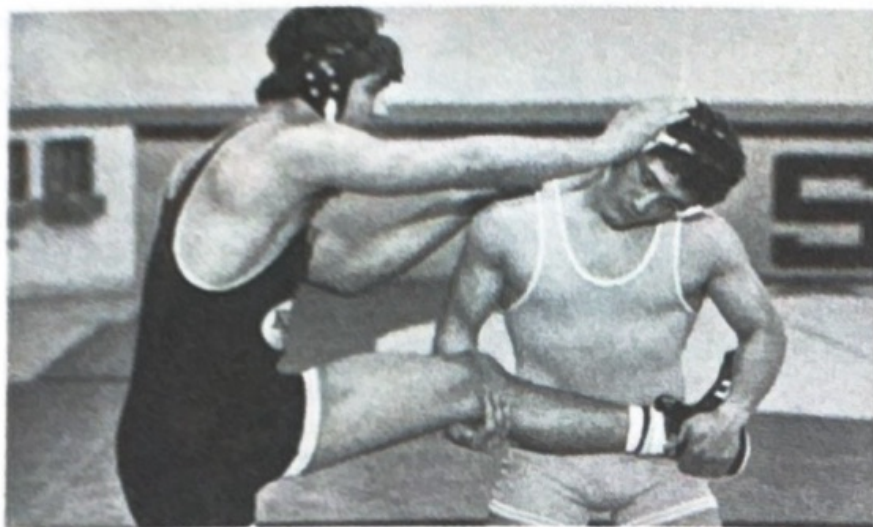
Nos. 59 and 60 — POTENTIALLY DANGEROUS POWER HALF. *The defensive wrestler is unable to roll in the direction of the pressure.*



No. 61 — ILLEGAL HEAD LOCK. *Locking arms around the head.*

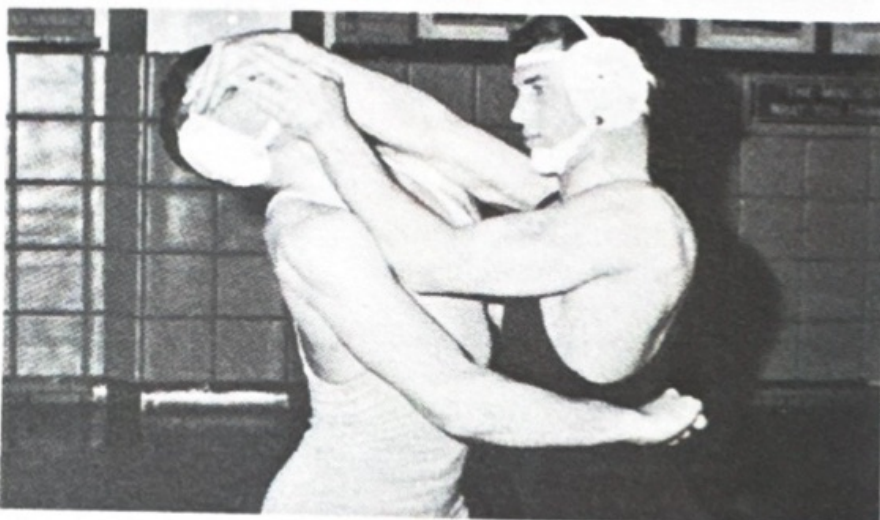


No. 62 — LEGAL HEAD PRY. *The top man can use this pry as long as he includes the arm or shoulder.*



No. 63—LEGAL BLOCKING ON FACE (ON CHIN). *Blocking on chin or forehead is legal.*

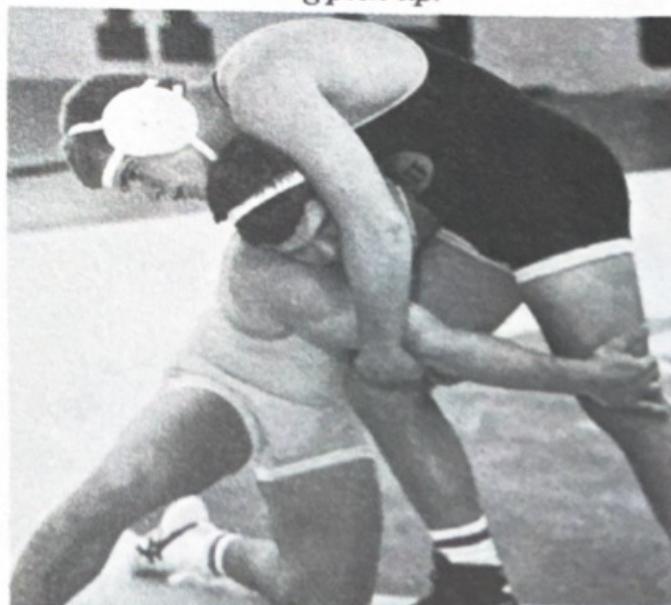
No. 64—ILLEGAL BLOCKING ON FACE (ON FACE PROPER). *This form of blocking is illegal because it is over mouth, nose and eyes, in contrast to position in No. 63.*



No. 65—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. 66—A LEGAL CROSSFACE. *It is an effective and legal block for the double leg pick-up.*



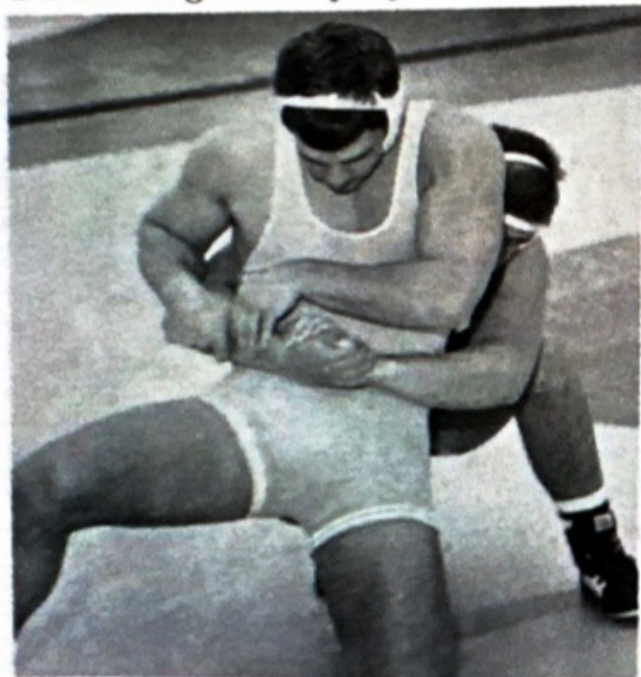


No. 67—INTERLOCKING OF HANDS AROUND LEGS. *This is a technical violation when done by the offensive wrestler.*

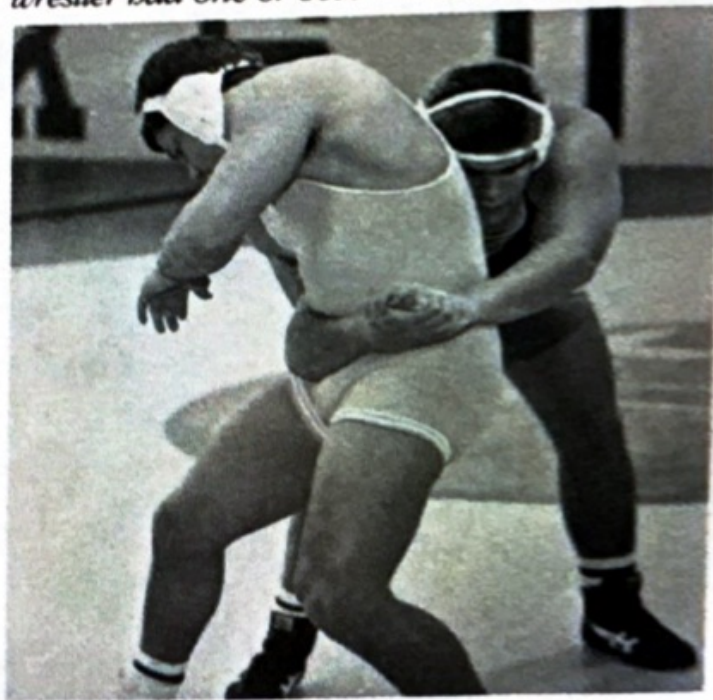
No. 68—LEGAL USE OF THE HANDS IN WAISTLOCK. *This shows the legal use of the hands of the top man. The defensive contestant's supporting parts, except feet, are clearly off the mat.*



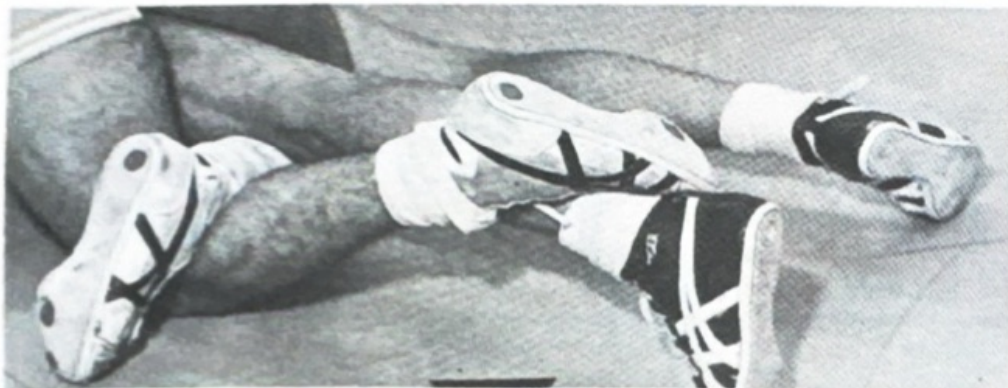
No. 69—INTERLOCKING HANDS. *It is unethical for the defensive wrestler to touch his hands or one knee on the mat in order to release the offensive wrestler's lock, and the referee shall not call a violation if the lock is held in such cases. This would be an illegal lock if the defensive wrestler had started on the mat and had not gained his feet yet.*



No. 70—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. 71 — ILLEGAL BACK BOW. *This move is illegal when the pressure is parallel to the long axis of the body or when the pressure is within the range of the two arrows (0 degrees to 45 degrees).*



Nos. 72 and 73 — FIGURE FOUR OVER-SCISSORS. *The figure four over-scissors above the knee, and the over-scissors on the lower leg with the knee locked and pressure against the normal movement of the knee, is illegal. This applies to both inside and outside figure four leg locks.*





No. 74—INDICATING THE WINNER. *The referee indicates the winner of a match by raising his hand.*


















No. 75—INDICATING A TIE MATCH. *When a match ends in a tie, a draw is indicated by raising a hand of each wrestler.*



OFFICIAL WRESTLING SIGNALS HIGH SCHOOL AND COLLEGE



 <p>Green Right Red Left</p> <p>Unsportsmanlike Conduct and Flagrant Misconduct</p>	 <p>Stopping the Match</p>	 <p>Technical Violation</p>	
 <p>Out-of-Bounds</p>	 <p>Indicating No Control</p>	 <p>Awarding Points Left or Right Hand</p>	
 <p>Reversal</p>	 <p>Interlocking Hands or Grasping Clothing</p>	 <p>Near-Fall</p>	 <p>Caution for False Start</p>
 <p>Stalling Left or Right Hand</p>	 <p>Illegal Hold or Unnecessary Roughness</p>	 <p>Indicating Wrestler in Control Left or Right Hand</p>	 <p>Defer Choice</p>
 <p>Stalemate</p>	 <p>Time Out</p>	 <p>Neutral Position</p>	 <p>Potentially Dangerous Hold Left or Right Hand</p>

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10 Rules

10/10/10

Part II:

INTERPRETATIONS

RULE 1

A Match, Mats, Wrestlers, Uniforms and Equipment

Videotaping

SECTION 14. SITUATION: Team A is videotaping its bout during a tournament. During the 126-pound match, Team B's wrestler is awarded a takedown at the end of the first period. Team A's coach feels that time had expired before the takedown was awarded and asks the referee to check the videotape.

QUESTION: Can videotapes be used to make corrections in match scores, determination of riding time or judgment calls? **RULING:** No.

RULE 2

Definitions

Wrestling Positions

Starting Position

SECTION 1. SITUATION: The bottom man assumes a referee's position whereby the top man cannot assume a legal starting position on the side of his choice. The referee makes the bottom man adjust his position. **QUESTION:** Can the top man now decide to change sides? **RULING:** No. The top man has indicated to the referee which side he wanted. After the bottom man is forced to adjust, the top man cannot decide to mount a different side.

In Bounds

SECTION 4. SITUATION: Wrestler A has Wrestler B in a single leg, and both wrestlers are standing. Wrestler A steps out of bounds with both feet; however, one of Wrestler B's legs still is in bounds. **QUESTION:** Are the wrestlers out of bounds? **RULING:** The wrestlers still are in bounds since the supporting parts of one wrestler still are inside the boundary line.

Scoring Opportunities

Escape

SECTION 7. SITUATION 1: Wrestler B is on the bottom and applies an overhook on Wrestler A. Wrestler B faces Wrestler A and comes to his feet with the overhook still in. **QUESTION:** When should an escape be awarded? **RULING:** Once Wrestler A's hand passes the midline of Wrestler B's back, the referee should award the escape.

SITUATION 2: Wrestler A is riding Wrestler B. Wrestler A moves in front of Wrestler B and applies a front head and arm pinch or a head and underhook tie-up. **QUESTION:** When should an escape be awarded? **RULING:** An escape should be awarded only when Wrestler B totally breaks away from Wrestler A. In this situation, Wrestler A still maintains control and is using this position as a possible pinning situation.

SITUATION 3: Wrestler B stands up, gets hand control and begins to run away from Wrestler A. Both wrestlers go out of bounds. When the referee called the

wrestlers out, Wrestler B was away from Wrestler A but was not facing him. **QUESTION:** Since no control was evident when both wrestlers went off the mat, should an escape be awarded? **RULING:** In order for an escape to be awarded, Wrestler B must be facing Wrestler A before the whistle.

SITUATION 4: Wrestler B does a quick sit-out and turns in. Wrestler B is facing Wrestler A. Wrestler A immediately spins behind Wrestler B for control. **QUESTION:** Was this situation an escape for Wrestler B and a takedown for Wrestler A? **RULING:** The referee should be aware and cognizant of reaction time. Wrestler B should be allowed reaction time to counter Wrestler A's moves. This is a subjective call on the part of the referee. The referee must use his judgment regarding reaction time and the situation. Although control was lost for an instant, the referee must decide if Wrestler B had the time to react appropriately.

SITUATION 5: Wrestler A assumes an optional offensive start. On the whistle, Wrestler A pushes Wrestler B away, backs up a few feet and jumps back onto Wrestler B. **QUESTION:** When should an escape be awarded? **RULING:** An escape is awarded only when Wrestler B faces Wrestler A after totally breaking contact and after proper reaction time has elapsed.

SITUATION 6: Wrestler B hits a switch; however, just before he comes on top for a reversal, both wrestlers go out of bounds. It was imminent that Wrestler A would have been reversed and that he lost control of Wrestler B. **QUESTION:** Should a reversal, escape or nothing be awarded? **RULING:** Because control was lost and no reversal occurred before going out of bounds, the referee should award an escape.

SITUATION 7: Wrestler B comes out from under Wrestler A and immediately drops in for a double leg and lifts his opponent off the mat with control as the period ends. **QUESTION:** Does Wrestler B get credit for a reversal? **RULING:** No. Only one point for the escape should be awarded.

Reversal

SECTION 8. SITUATION: As Wrestler A stands up, he does a standing switch and subsequently grabs Wrestler B's leg up and off the mat in a single-leg position. **QUESTION:** What is the referee's call? **RULING:** At this point, no change is made. Wrestler B receives riding time, and no points are awarded. Wrestler A can release Wrestler B's leg and receive one point for an escape, or he may retain the single leg and attempt to earn two points for a reversal by putting Wrestler B on the mat. A single-leg position is not enough control to justify a reversal. An escape cannot be awarded because Wrestler A could put Wrestler B to the mat for two more points for a total of a three-point move. If the period

ends or both wrestlers go out of bounds while Wrestler A has Wrestler B's leg up, the referee should award a one-point escape because Wrestler B lost control. **QUESTION:** When is control lost by Wrestler B? **RULING:** Control is lost by Wrestler B when he turns his back to Wrestler A in an attempt to escape from the single-leg position. At this point, the referee should award a two-point reversal even though Wrestler B, after turning away, comes back into Wrestler A to fight the single leg.

Near Fall

SECTION 9. SITUATION 1: Wrestler A had Wrestler B in a pinning combination. Before Wrestler A turned Wrestler B into a near-fall situation, the referee stopped the match for a potentially dangerous situation. Wrestler B did not yell in pain or request the move be broken. But once the action was broken, Wrestler B indicated a slight injury to his arm. **QUESTION:** Should the referee award a two-point near fall based upon Rule 2-9-d, which states: "When a pinning combination is executed legally but the contestant is injured before near-fall criteria are met and a near fall is imminent, action will be stopped and a two-point near fall shall be awarded"? **RULING:** The purpose of Rule 2-9-d is to prevent a wrestler from breaking a legal pinning situation by yelling and/or faking an injury to prevent being turned. Therefore, since the referee saw a potentially dangerous situation and decided to break it of his own accord, no near-fall points should be given. Rule 2-9-d is not intended to prevent the referee from stopping any action he sees as potentially dangerous. If a move is stopped by the referee with no action taken by the bottom wrestler, points should not be awarded.

SITUATION 2: Wrestler A has Wrestler B in a pinning situation and near-fall criteria are met for four seconds when Wrestler B screams in pain. Under present rules, there is an automatic two points for a near fall even though the criteria are not met but a fall is imminent. **QUESTION:** In this situation, when can a three-point near fall be awarded? **RULING:** According to Rule 2-9-e, a three-point near fall is awarded when criteria for a near fall are met for two seconds before Wrestler B's scream.

Imminent Scoring

SECTION 10. SITUATION 1: Wrestler A applies a double-leg takedown to Wrestler B. In the act of being taken down, Wrestler B hurts his knee, falls to his back and calls time. **QUESTION:** Is there a two-point takedown and a two-point near fall? **RULING:** The takedown is awarded but back points are not. The back points are not awarded because there was no pinning combination and the near fall was not imminent.

SITUATION 2: Wrestler A throws a standing head lock on Wrestler B and takes him directly to his back. On the way to his back, Wrestler B is injured and calls time. **QUESTION:** Should a two-point takedown and a two-point near fall be awarded? **RULING:** Yes. The takedown and near fall should be awarded.

End of Match

Fall

SECTION 12. SITUATION 1: Wrestler A is pinning Wrestler B. Both wrestlers are in bounds except for Wrestler B's head and shoulders. **QUESTION:** Can Wrestler B get pinned in this situation? **RULING:** Yes. If any part of Wrestler B's scapulae (both) are touching the mat in bounds for one second, he can be pinned even though his head and shoulders are out of bounds.

SITUATION 2: Wrestler A has his opponent in a pinning situation. The referee calls a fall by slapping the mat. The referee began to move his hand down to slap the mat; however, before his hand hits the mat, the buzzer sounds to end the period. The referee could not hear the buzzer. **QUESTION:** Was there a fall? **RULING:** No fall. Rule 2-12-d states that a fall shall be indicated by the referee striking the mat with the palm of his hand. Since the referee did not hear the buzzer, the timekeeper can determine only if the referee slapped the mat before or after the buzzer. In this situation, the buzzer sounded before the referee slapped the mat.

Technical Fall

SECTION 13. SITUATION 1: Wrestler A is leading Wrestler B, 13-0. Wrestler A puts Wrestler B on his back and a fall is imminent. The referee starts his near-fall hand count. **QUESTION:** If the referee is aware of the score, should he stop the match and award the technical fall? **RULING:** No. In a pinning situation, wrestling continues until the pinning situation actually has ended, which gives Wrestler A the possibility of pinning Wrestler B. **QUESTION:** If Wrestler B quickly reversed Wrestler A and pinned him, what is the ruling? **RULING:** Because Wrestler A technically had acquired near-fall points, any action beyond the pinning situation is disregarded and Wrestler A would win the match by a technical fall.

SITUATION 2: Wrestler A is winning by 14 points, has Wrestler B in a pinning situation and has earned a three-point near fall. Wrestler A, in the process of trying to pin Wrestler B, pins himself while still in a control position. **QUESTION:** Does Wrestler A win by a technical fall or does Wrestler B win by a fall? **RULING:** Wrestler B wins by a fall.

SITUATION 3: Wrestler A is winning by 12 points, and Wrestler B is on his back.

Wrestler A has earned a three-point near fall, but the period and match end with wrestler B still on his back. Wrestler B has riding time. **QUESTION:** Since the three-point near fall was not awarded before the end of the match, does wrestler A win by a technical fall? **RULING:** No. Since the match ended before the awarding of the three-point near fall, riding time was awarded at the same time as the near fall. This means the differential was 14 points.

SITUATION 4: Wrestler A puts his opponent on his back while scoring a takedown or a reversal that creates a 15-point differential. **QUESTION:** Does wrestling continue until a fall occurs or until the pinning situation is broken? **RULING:** The offensive wrestler will have an opportunity to score the fall. Note that if Wrestler A should pin himself in this situation, he would lose.

Default

SECTION 16. SITUATION: Wrestler A is injured and wants to default to his next opponent and still continue to be eligible for competition. **QUESTION:** What is the correct procedure? **RULING:** In order for this wrestler to default to his next opponent, the match must officially begin and time elapse from the clock. **Note:** It is not the intent of a default to be used for this purpose.

RULE 3

Weight Classification and Weighing In

Weight Allowance

SECTION 5. SITUATION: Team A wrestles a January 31 dual meet on the road. The weight for the meet was January weight (flat weight plus two pounds, e.g., 118=120). The next day, February 1, Team A has another dual meet on the road.

QUESTION: Is the weight for the February 1 dual meet flat weight plus two pounds or flat weight plus three pounds? **RULING:** The weight for the second dual meet would be flat weight plus two pounds. The team would receive one pound due to wrestling on successive days then lose one pound due to moving to February weight.

RULE 4

Conduct of Meets and Tournaments

Postmatch Procedures

SECTION 7. SITUATION 1: The match ends, i.e., the whistle blows to end the third period. Wrestler A has lifted Wrestler B into the air and brings him to the mat with unnecessary force after the whistle has blown. **QUESTION:** Can the referee include illegal slam penalty points in the match score since the slam occurred after the third period ended? **RULING:** Yes. Since the wrestler was in the process of completing a takedown attempt, it should be considered as having occurred during the match. This situation might be considered unsportsmanlike or flagrant misconduct if the referee deems Wrestler A's action to be out of disgust or with the intent to injure Wrestler B.

SITUATION 2: The match ends, and Wrestler A is the winner. Before he leaves the mat, he is guilty of flagrant misconduct. **QUESTION:** What does the referee call? **RULING:** The referee will disqualify Wrestler A, deduct one team point from Wrestler A's team and remove Wrestler A from the premises. In addition, the referee will nullify the team points scored for this match, with no points awarded to either team.

Choice of Position

SECTION 8. SITUATION: Wrestler A has his choice at the end of the first period. Wrestler A takes the top position, and the referee tells Wrestler B to take his position. Wrestler A's coach tells him to choose bottom. **QUESTION:** How long does Wrestler A have to change his mind? **RULING:** For consistency and to avoid delaying the match, once the wrestler with the choice verbally decides and the referee confirms this with him to prevent misunderstanding, the wrestler cannot alter his decision.

Control of Mat Area

SECTION 11. SITUATION: According to Rule 4-11-c, Team A has been warned twice and penalized twice. A situation occurs in which the head coach and the assistant coach approach the table and begin a confrontation with the referee.

Again, the referee penalizes Team A according to Rule 4-11-c. **QUESTION:** This being Team A's fifth infraction, whom does the referee remove from the premises? **RULING:** The referee will remove the head coach in this situation.

Questioning the Referee

SECTION 13. SITUATION: In a tournament, Team A has been warned twice and penalized twice. The assistant coach begins badgering and arguing with the referee. The referee penalizes Team A according to Rule 4-13-c. **QUESTION:** Whom does the referee remove from the premises and for how long? **RULING:** The referee removes the last person penalized for the duration of the tournament.

Tournaments

Administration

SECTION 15. b. SITUATION: Wrestler A fails to report to the specified mat within five minutes after being called by the tournament announcer. **QUESTION:** How is the original time reference established? **RULING:** A tournament official will direct the announcer to start the first bout of each round, and the announcer then will call the wrestlers to the first available mat. If the wrestlers do not report to the designated mat upon being called by the announcer, the head timer will start the five-minute count.

RULE 6

Infractions

Flagrant Misconduct

SECTION 6. a. SITUATION: The referee raises Wrestler A's hand at the end of the match. Wrestler A subsequently punches Wrestler B, and the referee calls flagrant misconduct. **QUESTION:** What is the penalty and what effect does it have on the match? **RULING:** Flagrant misconduct by the winner during the postmatch period shall result in the match results being voided, with no winner being declared; the deduction of one team point, and the removal of the disqualified contestant from the premises. A contestant so disqualified in a tournament is not entitled to placement points or an individual tournament award, nor will he be credited with advancement and fall points earned before the incident. (See Rule 4-7.)

Technical Violations

Stalling

SECTION 10. RULING: The basic intent of Rule 6-10-c is to assure that both wrestlers are making an honest attempt to wrestle in the 10-foot circle. At the same time, the rule is not intended to punish a wrestler for moving out of the circle to set up his opponent and to get out of a tie-up. The repeated movement away from the opponent without attempting a takedown is defined as fleeing the opponent and is stalling. Therefore, if a wrestler repeatedly backs out of the circle with no obvious reason other than to avoid contact, he is stalling. Backing out of the circle to avoid an underhook or body lock is not stalling as long as the defensive counter is followed with an offensive attack. Circling out of the 10-foot circle is not stalling as long as movement is followed by an offensive attack.

SITUATION: Wrestler A has his legs on Wrestler B. Wrestler B stands up with the legs still in. The referee stops the match for a stalemate. Wrestler A again gets the legs on Wrestler B while on the mat. Wrestler B again stands up. The referee stops the match. **QUESTION:** Who should be called for stalling? **RULING:** Wrestler B should be called for stalling for standing up to break a legal move.

Interlocking Hands

SECTION 11. SITUATION 1: Wrestler A is being reversed by Wrestler B. During the reversal, Wrestler A locks his hands. The referee signals locked hands and allows the match to continue. Wrestler B continues with the reversal, but Wrestler A immediately comes back with another reversal and subsequently pins Wrestler B. **QUESTIONS:** Should the match have been stopped after Wrestler B reversed Wrestler A's fall? Does Wrestler A's fall stand since there was a technical violation involved before the fall? **RULING:** The fall stands. Rule 6-11, Note 1, states that if the defensive wrestler is successful with the escape or reversal, the match shall not be stopped to award points.

SITUATION 2: Wrestler A is injured by a technical violation (e.g., locked hands or body scissors) and cannot continue the match. **QUESTION:** Does Wrestler A win the match because of the illegal action of Wrestler B? **RULING:** No. If Wrestler A cannot continue, he will default the match to Wrestler B. Technical violations are separate from illegal holds. Illegal holds generally affect the "life or limb" of an opponent, whereas a technical violation, in most situations, does not affect the "life or limb" of an opponent. If a technical violation is executed so violently that it affects the "life or limb" of an opponent, the referee then can call a flagrant misconduct violation for the move instead of a technical violation.

SITUATION 3: Wrestler A is on the bottom, stands up and turns into Wrestler B, who is on his knees. Wrestler B locks his hands around both legs of Wrestler A in a double-leg situation with no loss of control. Wrestler B then lifts Wrestler A, brings him to the mat, unlocks his hands and moves up. **QUESTION:** According to Rule 6-11, the wrestler in the position of advantage may not interlock or overlap his hands, fingers or arms around his opponent's body unless his opponent has all of his weight supported entirely on his feet or he has him in a pinning situation. What is the correct call in this situation? **RULING:** The wrestler in the advantage position could lock hands once the bottom wrestler's weight is supported entirely on his feet. Once the wrestler brings his opponent to the mat, he then has reaction time to break his grip.

SITUATION 4: The offensive wrestler applies a bear hug on the defensive wrestler, who is facing him in a sitting position. After the bear hug is applied, the offensive wrestler attempts to pin his opponent. **QUESTION:** Is this considered a technical violation for locked hands? **RULING:** Locking hands around the body by the offensive wrestler while in a control position on the mat is illegal. In a control position, a wrestler cannot lock his hands around his opponent and then take him to a pinning situation. Once near-fall criteria have

been met, it is permissible to lock hands.

Figure Four Scissors

SECTION 12. **QUESTION:** When does a leg scissors turn into a figure four around the body or both legs? **RULING:** When the foot is placed directly behind the knee (where the knee bends). The foot at the calf or lower is not a figure four.

Leaving Mat Without Permission

SECTION 13. **SITUATION:** The referee is asked to come to the scorer's table to confer with Coach B per his request. The referee instructs the wrestlers to remain in the center of the mat. Wrestler A walks to the edge of the mat to talk to his coach. **QUESTION:** What is the ruling? **RULING:** In this situation, the penalty would be a technical violation and Wrestler B would be awarded a match point.

False Starts and Incorrect Starting Positions

SECTIONS 17 AND 18. **RULING:** There has been confusion by many referees on this rule. False starts and incorrect starting positions have been separated to prevent a wrestler from losing a match because his foot was off of the starting line by one inch. This would give the referee some flexibility to work with. Although false starts were separated from the incorrect starting positions, the penalties were not. Example: Wrestler A false-starts twice, and cautions are awarded. If Wrestler A then assumes an incorrect starting position, the referee would then penalize Wrestler A one point. Wrestler A already has cautions for a false start.

RULE 7

Injuries and Timeouts

Timeout

SECTION 1. **QUESTION:** What state of readiness should the wrestler assume at the completion of his injury time? **RULING:** At the completion of the 1½ minutes of injury time, the injured wrestler should be prepared to rise and move to the center of the mat to restart the match.

SITUATION: A wrestler is injured. After being attended to, he returns to the center of the mat with the intent of continuing to wrestle. The referee has indicated that the injury time clock be stopped. The wrestler has used one minute of his injury time. The referee questions the wrestler's ability to continue because of his injury. **QUESTION:** How does the referee use his official timeout to have the wrestler examined by medical personnel for consultation? **RULING:** As indicated in Rule 7-1-d, the official timeout is to be used in this situation only after the wrestler has used his entire 1½ minutes of injury time. In this situation, the referee would indicate that the wrestler's injury time be restarted and would call for examination by medical personnel. If the remainder of the wrestler's injury time is used and the medical examination has not been completed, the referee will use his own timeout at this point.

Coaching an Injured Contestant

SECTION 2. **QUESTION:** Can wrestlers who were hurt because of illegal action be coached? **RULING:** Yes. A wrestler who was injured because of an illegal action can be coached. Rule 7-5 states that the two-minute recovery time because of an illegal hold does not count against an injured wrestler's injury time.

Unconsciousness or Serious Injury

SECTION 3. SITUATION: Wrestler A receives a neck injury. The referee will not allow Wrestler A to continue until receiving a physician's approval. There is a physician in the arena; however, it is obvious that he will not get to the mat area before the 1½ minutes of injury time expire. **QUESTION:** Does Wrestler B win

by injury default? **RULING:** Once the wrestler says he is recovered, the referee may take an official timeout until the doctor has time to evaluate the injured wrestler (within a reasonable amount of time).





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