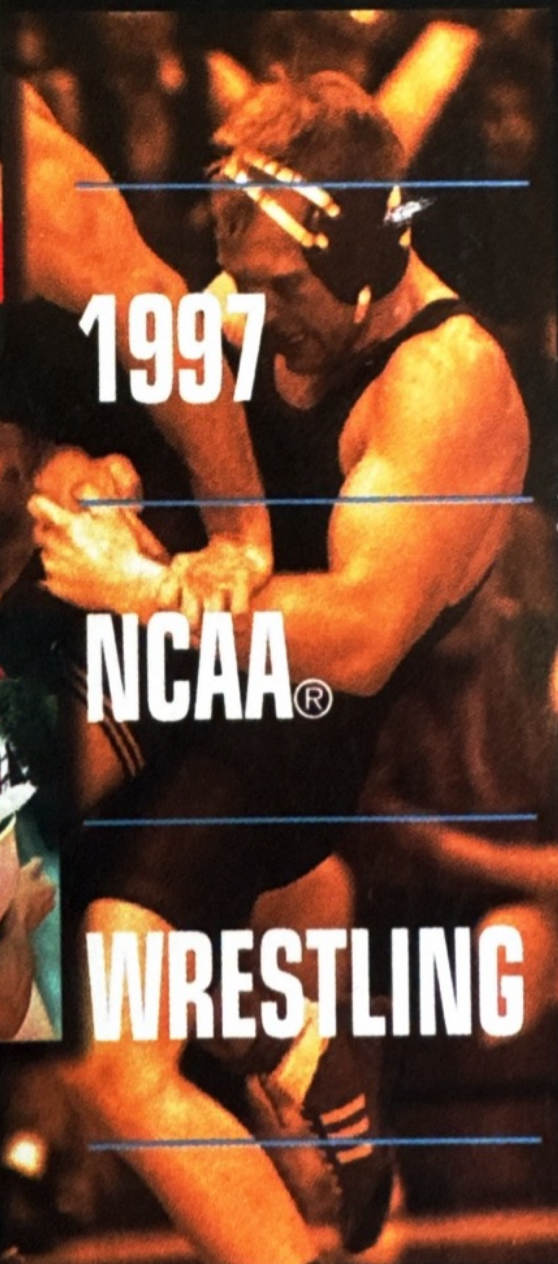
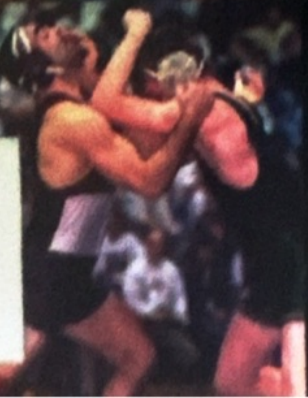
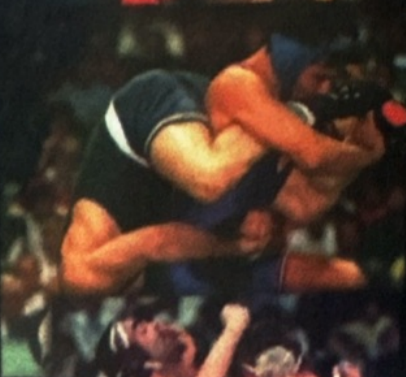
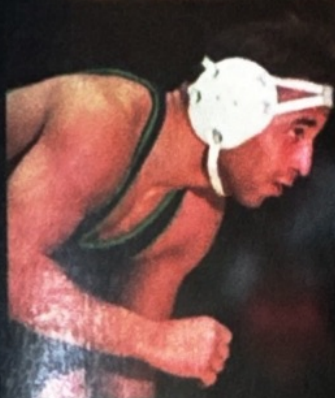




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Manuscript Prepared By: Robert G. Bubb, *Secretary-Rules Editor, NCAA Wrestling Committee.*

Edited By: Martin T. Benson, *Publications Editor.*

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NCAA Wrestling Committee



Kevin A.
McHugh



Robert G. Bubb



Bruce R.
Baumgartner



Joseph R.
Dowler



Danny M.
Gable



Christopher M.
Horpel



William C. Lam



Danny R. Lewis

		Term Expires
Div.		
III	Chair: Kevin A. McHugh.....	9-1-97 *
	Trenton State University, Trenton, New Jersey 08650	
I	Secretary-Rules Editor: Robert G. Bubb.....	**
	Clarion University of Pennsylvania, Clarion, Pennsylvania 16214	
I	Bruce R. Baumgartner.....	9-1-99 *
	Edinboro University of Pennsylvania, Edinboro, Pennsylvania 16444	
I	Joseph R. Dowler.....	9-1-97 *
	University of Wyoming, Laramie, Wyoming 82071	
I	Danny M. Gable.....	9-1-98 *
	University of Iowa, Iowa City, Iowa 52242	
I	Christopher M. Horpel.....	9-1-98 *
	Stanford University, Stanford, California 94305	

* Not eligible for reelection.

** Reelected without restriction.



Michael W.
Moyer



Willie L. Myers



P. J. Smith



Kerry R.
Volkmann



Terry R.
Wetherald

Div.		Term Expires
I	William C. Lam..... University of North Carolina, Chapel Hill, North Carolina 27514	9-1-98*
II	Danny R. Lewis..... Colorado School of Mines, Golden, Colorado 80401	9-1-00*
I	Michael W. Moyer..... George Mason University, Fairfax, Virginia 22030-4444	9-1-96
III	Willie L. Myers..... University of Wisconsin, Whitewater, Wisconsin 53190	9-1-97*
II	P. J. Smith..... University of North Carolina at Pembroke, Pembroke, North Carolina 28372-1510	9-1-98*
III	Kerry R. Volkmann..... John Carroll University, University Heights, Ohio 44118	9-1-00*
II	Terry R. Wetherald..... University of Indianapolis, Indianapolis, Indiana 46227	9-1-00*
	<i>Term expired after annual meeting:</i>	
II	James E. Fallis University of Northern Colorado, Greeley, Colorado 80639	
II	Lars A. Jensen San Francisco State University, San Francisco, California 94132	
III	Leo W. Kocher University of Chicago, Chicago, Illinois 60637	

*Not eligible for reelection.

Major Rules Changes for 1996-97

The figures below refer to rule and section, respectively. Page numbers are listed at the far right. Each changed segment is indented and identified in the rules by a shaded background.

	page
2-13	The term "technical fall" replaces "match termination"WR-19
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3-5	Monthly weight allowances revised.....WR-22
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6-11	It is permissible to keep hands locked after a bodylock or double-leg takedown when a near fall is imminent.....WR-46

Coaches' Code of Ethics

It is the moral obligation of all collegiate wrestling coaches to conduct themselves in such a way as to reflect credit upon their institution, their profession and themselves. 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.

Student-Athletes' Statement of Conduct and Responsibility

It is the responsibility of all wrestlers to conduct themselves in such a way as to reflect credit upon their institution, the sport and themselves. Further, all wrestlers should realize that their 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, while attending the event, while traveling to and from the event, and conduct both on and off campus. 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.

Referees' Code of Conduct

Wrestling referees have the responsibility for conducting matches 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 wrestlers and the sport. The character and conduct of referees must be above reproach. Referees must keep themselves prepared both physically and mentally to administer matches. Referees 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 themselves.

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 deal directly with the contest itself. 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.

The administrative rules that may be altered by mutual consent of the competing institutions are 3-1 through 3-4, 3-6, 4-10, 4-11, 4-15 through 4-24, 5-2 (tournament scoring chart) and 5-4. The administrative rules that may not be altered are 1-5, 1-6, 1-7, 2-19, 3-5, 3-7 and 8-1. All of the other rules are conduct rules and may not be altered.

Those seeking interpretations or clarifications of NCAA wrestling rules may call or write to the secretary-rules editor: Robert G. Bubb, Box 101, R.D. 1, Clarion, Pennsylvania 16214-9605. Phone: 814/764-6374. Fax: 814/764-6395.

Those seeking information regarding refereeing organizations, techniques or clinics may call or write the national wrestling officiating coordinator: M. Patrick McCormick, 354 Level Green Court, Hampton, Virginia 23669-1732. Phone: 757/728-6867.

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 long, 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 long (double duals, quadrangulars, tournaments, etc.).

Note: Matches less than six minutes long shall not be included on a wrestler's official NCAA Individual Season Wrestling Record Form.

Representation

SECTION 2. An institution shall be represented by only one wrestler in each weight class, and no substitution is allowed for an injured wrestler in a dual meet or tournament.

Home-Team Designation

SECTION 3. For scoring and identification purposes, the home team will be considered "green" and the visiting team, "red." (For exception, see 8-1-e.)

Team Captains

SECTION 4. Each team shall designate to the referee one or more contestant(s) as its captain(s). (One of) the visiting captain(s) shall call a coin toss. The coin toss shall determine: (1) choice of options at the beginning of the second period for each weight class and (2) which individual is to appear on the mat first for each weight class. (See 4-5 and 4-9.)

Persons Subject to the Rules

SECTION 5. All wrestlers, coaches, athletic 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 6-4.)

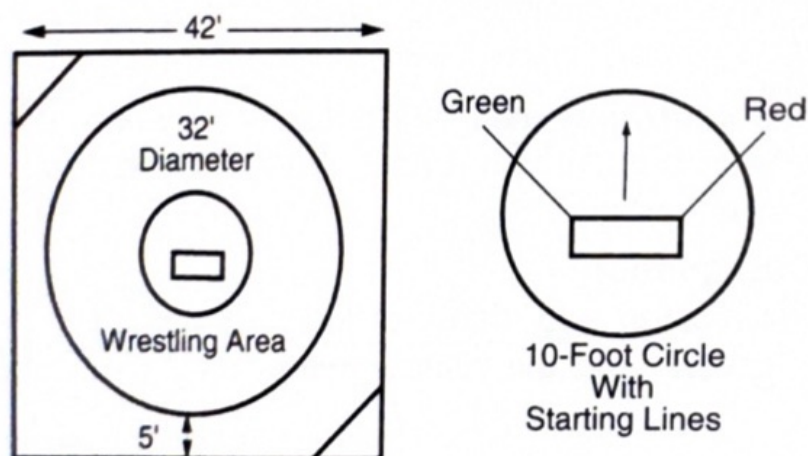
Mats

Dimensions

SECTION 6. Mats should have a wrestling area between 32 and 42 feet in diameter. There shall be a mat area (or apron) with a minimum width of 5 feet that extends entirely around the wrestling area. Centered in the middle of the mat shall be a circular area, 10 feet in diameter. Both the apron area and the 10-foot-diameter circular area shall be designated by use of either contrasting colors or a two-inch wide line.

The entire wrestling area and apron shall be the same thickness, which shall not be more than 4 inches nor less than the thickness of a mat that has the shock-absorbing qualities of a 2-inch-thick hair-felt mat. All mats that are in sections shall be secured together.

Since shrinkage occurs in wrestling mats, it is recommended that when purchasing or reconditioning a mat, the wrestling area be a minimum of 34 feet in diameter.



It is the responsibility of the home institution's game-management personnel to ensure that the wrestling mat(s) and surrounding facilities meet all regulations. The meet referee shall verbally alert home management of any variance from the stated facility and mat requirements, with questions and/or disagreements being resolved by the participating institutions' representatives.

Starting Lines

SECTION 7. There shall be placed at the center of the mat two 1-inch *starting lines*, one of which shall be in the diameter of the 10-foot circle, 3 feet long 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 (see 8-1-e note). The arrow in the diagram on the preceding page should point away from the scorer's table.

Wrestlers

Limitations

SECTION 8. Contestants shall not be permitted to represent their institution in more than one weight class in any meet.

Forfeits

SECTION 9. A contestant shall not accept a forfeit in one weight class and compete in another class.

Shift in Weight Class

SECTION 10. 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 11. Mandatory competition equipment shall conform to the following guidelines:

- a. The uniform shall consist of a one-piece singlet that may be worn with or without full-length tights.

The portion of the uniform covering the upper torso shall not be cut away in excess of the uniform pictured in illustration Nos. 1, 2 and 3. Specifically, the front and back of the uniform shall not be cut lower than the armpit. Under the arms, the uniform shall not be cut lower than one-half the distance between the armpit and the belt-line. The outermost garment shall have a minimum inseam length of four inches and shall not extend beyond the top of the knees. Whereas full-length tights are acceptable under a one-piece uniform, Bermuda-length undergarments and other accessories that extend beyond the inseam of the one-piece uniform are not permitted. The name or initials of the wrestler's institution shall be displayed on competition uniforms with

letters at least two inches high. Team uniformity in clothing is recommended for all competition. (See illustration Nos. 1, 2 and 3.)

- b. Light, heelless wrestling shoes reaching above the ankle and laced by means of eyelets shall be worn.
- c. A protective ear guard must be worn. It should (a) provide adequate ear protection, (b) not be an injury hazard to the opponent and (c) have an adjustable locking device to prevent it from coming off or turning on the wrestler's head.

Note 1: Uniforms and all other items of apparel and equipment (e.g., warm-ups, socks, headbands, T-shirts, wristbands, headgear, and towels) may bear only the manufacturer's normal label or trademark as it is used on all such items for sale to the general public. This label or trademark must be contained within a four-sided geometrical figure (i.e., rectangle, square, parallelogram) that does not exceed 2 1/4 square inches. This restriction is applicable to all apparel worn by student-athletes during the conduct of the institution's competition, which includes any pregame or postgame activities. Noncompliance can affect a student-athlete's eligibility under NCAA Bylaw 12.5.4.

Note 2: In all tournaments, the home management shall provide red and green anklets approximately 3 inches wide for identification of the wrestlers. It is also recommended that these anklets be used in dual meets.

Appearance

SECTION 12. Contestants shall be cleanshaven, with sideburns trimmed no lower than ear-lobe level and hair trimmed and well-groomed. Because of the body contact involved, this rule has been approved in the interests of health, sanitary and safety measures. The hair in the back shall not extend below the top of an ordinary shirt collar and on the sides shall not extend below ear-lobe level. A neatly trimmed mustache that does not extend below the line of the lower lip is permissible.

Special Equipment

SECTION 13. Anything 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 14. a. The legality of mat markings and equipment (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. These shall constitute the sole reasons for disqualification as to application of this rule and shall not be arbitrary or capricious. (Regarding communicable skin diseases, see 3-7 and Appendix C.)
- 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 an injury timeout until the referee determines that the contestant is in compliance (see 7-1 for injury timeout). The time used shall be cumulative with the offender's $1\frac{1}{2}$ minutes of allowed injury time and shall count as the contestant's first timeout. If the contestant is not in compliance at the end of $1\frac{1}{2}$ minutes, that contestant shall be disqualified from participation.
- d. The wearing of wrestling equipment, e.g., headgear, shoes, shoestrings, that repeatedly causes delays in the normal progression of the match may result in an injury timeout being called. (See 7-1 for injury timeout.)

Videotaping

SECTION 15. Videotapes shall not be used in dual meets to make corrections in match scores, determination of riding time or judgment calls. (For tournaments see 4-24.)

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 the 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. 4.)

- b. *Defensive starting position.* The defensive wrestler takes a stationary position at the center of the mat with both hands and knees on the mat, as directed by the referee. Both knees must be 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 the offensive wrestler's choice. (See illustration Nos. 6 and 7 and Interpretation 2-1.)
- c. *Offensive starting position.* (1) The offensive wrestler shall be on the right or left side of the opponent with at least one knee on the mat and head on or above the midline of the 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 the 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. 6, 7 and 8.)

- (2) *Optional offensive starting position.* Wrestlers selecting the optional starting position must indicate their intent to the referee. The referee shall inform the defensive wrestler of the offensive wrestler's intention and allow the defensive wrestler to adjust. (See 6-18.)
- (3) The referee will direct the offensive wrestler to take a starting position after the defensive wrestler is stationary in the starting position.
- (4) The offensive wrestler may select a position on either side or to the rear of the defensive wrestler with all weight supported by both feet, one knee or both knees. The offensive wrestler is to place both hands on the opponent's back (area between neck and waist), thumbs touching. Only the hands of the offensive wrestler are to be in contact with the defensive wrestler. The offensive wrestler is not to place one or both feet or knees between the opponent's feet or legs, nor may the offensive wrestler straddle the opponent. (See illustration Nos. 9 and 10.)

Stalemate

SECTION 2. When the contestants are interlocked in a position other than a pinning situation in which neither wrestler can improve position, the referee shall stop the match as soon as possible; wrestling will be resumed as for out of bounds. (See 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 the opponent. Control is the determining factor. The offensive wrestler is entitled to this advantage until such time as the opponent gains a neutral position or a reversal.

In Bounds

SECTION 4. Contestants are considered to be in bounds if the supporting parts of either wrestler are inside the inner edge of 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 being used to hold the 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's back is on the mat and the defensive wrestler is in a pinning situation while at least the supporting points of either wrestler are in bounds, wrestling shall continue as long as there is a possibility of the offensive wrestler bringing the opponent back in bounds. In this situation, the defensive wrestler's shoulders (scapu-

lae) are the supporting parts. Near-fall points may be earned only while any part of the defensive wrestler'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 contestants at the resumption of a match shall be in the neutral or 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, that contestant will take the offensive starting position at the center of the mat, and the opponent will assume the defensive starting position.

Scoring Opportunities

Takedown

SECTION 6. A takedown shall be awarded when, from the neutral position, a contestant gains control and places the opponent's supporting points down on the mat beyond reaction time. (See 6-11.)

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 finish down on the mat in bounds. (See illustration Nos. 35-36.)

Escape

SECTION 7. A defensive wrestler is awarded an escape when the offensive wrestler loses control of the opponent while the supporting points of either wrestler are in bounds. An escape may be awarded while the wrestlers are still in contact.

Reversal

SECTION 8. A reversal occurs when the defensive wrestler comes from underneath and gains control of the 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 finish down on the mat in bounds. (See illustration No. 40.)

Near Fall

SECTION 9. a. A near fall is a position in which the offensive wrestler has

the opponent in a controlled pinning situation where (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) any part of both shoulders or both scapulae are held within four inches of the mat. Two points shall be awarded for such near-fall situations when one of these three criteria have been met for two seconds. A continuous roll-through is not to be considered a near fall. (See illustration Nos. 56, 57 and 58.)

- b. If a criterion for a near fall is met and held uninterrupted for five seconds, three points shall be awarded.
- c. A verbal count and, whenever possible, a visual hand count is to be used in determining a near fall (see 8-3-e). 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 the opponent in a pinning situation, may score a near fall. Bridge-backs in body scissors or bridge-overs with a wristlock are not considered near-fall situations, even though a fall may be scored.

Note: When defensive wrestlers place themselves in precarious situations during attempted escapes or reversals, particularly leg vines and body scissors, a near fall shall not be scored unless the offensive wrestler has control of and definitely has restrained the opponent in a pinning situation for two seconds. (See illustration No. 58.)

- d. When a pinning combination is executed legally and a near fall is imminent, but the contestant is injured, indicates he is injured or has excessive bleeding before a near-fall criterion is met, action will be stopped and a two-point near fall shall be awarded.
- e. When a criterion for a near-fall is met and the match is stopped for an injury, the contestant indicates he is injured or has excessive bleeding, action will stop and a three-point near fall shall be awarded.
- f. When a criterion for a three-point near-fall is met, and a match is stopped for an injury, the contestant indicates he is injured or has excessive bleeding, a fourth point 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. (See 2-9-d-e-f for near falls.)

Time Advantage

SECTION 11. The offensive wrestler who has control in an advantage position is gaining time advantage (i.e., "riding time"). A timekeeper records that wrestler's 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 a contestant has one minute or more of net time advantage, that wrestler 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-one) shall be a silent count by the referee and shall start only after the referee is in position to 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 2-4 and illustration Nos. 41 and 42.)
- b. If any portion of the body of one of the wrestlers is out of bounds so that the wrestler is disadvantaged, 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 2-1-b and c and 2-5.)
- d. As soon as the criteria listed in the first part of this section are met, the referee shall indicate the fall by striking the mat with the palm of the hand. (See 8-3-q.)
- e. When the referee is able to determine that a fall has occurred and the period ends before the referee strikes the mat, the fall shall be awarded. (See 8-3-q.)
- f. If the referee cannot determine that a fall has occurred before the period ends because of crowd noise or other circumstances, the assistant referee, if available, shall be consulted. If there is no assistant or if the assistant referee is in doubt, the referee shall ask the match timekeeper if the signal hand hit the mat before the period ended. (See 8-3-q.)

Technical Fall

SECTION 13. A technical fall occurs when a wrestler has earned a 15-point advantage over the opponent. (See 5-3-b, 5-3-c and 5-4-c.)

Note 1: A time-advantage point cannot be awarded until the third period has concluded.

Note 2: A wrestler earning a differential of 15 points during a match can lose only by committing an act of flagrant misconduct.

Major Decision

SECTION 14. A major decision occurs when the margin of victory after three periods is eight through 14 points. (See 5-3-d and 5-4-c.)

Decision

SECTION 15. A decision occurs when the margin of victory is fewer than eight points. A decision also is credited to the wrestler who is awarded the first points in an overtime match that does not end with a fall, default or disqualification. (See 5-3-e.)

Default

SECTION 16. A default is awarded in a match when one of the wrestlers is unable to continue wrestling for any reason. A default shall be included as a win or loss in each wrestler's season record. (See 4-16-c for tournaments and 7-1-c.)

Disqualification

SECTION 17. A disqualification is a situation in which a contestant is banned from participation in accordance with the Penalty Table (see 4-16-a and 4-21-d). A disqualification shall be included as a win or loss in each wrestler's season record.

Forfeit

SECTION 18. A forfeit is received by a wrestler when the opponent, for any reason, fails to appear for the match. In order to receive a forfeit or medical forfeit, the nonforfeiting wrestler must be dressed in a wrestling uniform and appear on the mat. A forfeit or medical forfeit shall be included as a win in the victor's season record. (See 1-9, 2-19, 3-6, and 4-16-b, c and d.)

Medical Forfeit

SECTION 19. A contestant who is injured or becomes ill 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 athletic trainer may inform the committee in the absence of both the team and tournament physicians. If none of the aforementioned are available, an authorized institutional athletic trainer or the head coach may request a medical forfeit.

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

A medical forfeit shall count as a win but not as a loss on the wrestler's season record. A wrestler must appear on the mat in uniform to have his hand raised in order to win by medical forfeit (see 2-18).

Note 1: Even though no one is charged with a loss, all medical forfeits must be represented on each wrestler's Official NCAA Individual Season Wrestling Record Form.

Note 2: For the list of proper terms and abbreviations for recording the results of a match, see 8-9.

RULE 3

Weight Classification and Weighing In

Weight Classification

10 Weight Classes

SECTION 1. Competition should be divided into 10 weight classes for duals, multiple duals and tournaments, 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, triangular, quadrangular matches.* Contestants shall 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. If either team fails to comply with this regulation, that team shall forfeit. (See 4-2.)

b. *Tournaments.* A contestant should weigh in each day of a tournament. The weigh-in times shall be established by the tournament committee and should be limited to a maximum of 24 hours and a minimum of one-half hour before the tournament is scheduled to start. (See 4-2 and 4-15.)

Note 1: In multiple-day events or tournaments, the tournament com-

mittee may elect to have a one-time weigh-in.

Note 2: 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. All contestants should weigh in without clothing for dual meets and tournaments. 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. For all dual meets and tournaments, a three-pound allowance in excess of the actual weight class is recommended in November. Similarly, a two-pound allowance is recommended in December. A maximum weight allowance of one pound in excess of the actual weight class wrestled shall be permitted in January. All matches wrestled in February and March shall be wrestled at the weight class with no allowance.

In tournaments, a one-pound allowance in excess of the weight limit of the previous day may be given each day (maximum of two pounds). The tournament committee may stipulate the time for the first weigh-in (see 3-3-b). 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 Saturday and Monday are considered to be "on successive days." Additional weight shall not be permitted nor should it be requested.

Note: This weight allowance applies to all weight classes, including heavyweight.

Failure to Make Weight

SECTION 6. Any contestant failing to make weight at the designated time shall be ineligible for that weight class. A contestant who fails to make weight on the second or subsequent day(s) of a tournament shall forfeit all points previously earned. A forfeit should be awarded to the opponent

and points for the forfeit and advancement should be scored or the tournament bracket redrawn. (See 2-18, 2-19, and 4-16-d and f.)

Medical Examinations

SECTION 7. A physician or a certified athletic trainer shall examine all contestants for communicable skin diseases before all tournaments and meets.

It is recommended that this examination be made at the time of weigh-in. The presence of a communicable skin disease (or any other condition that, in the opinion of the examining physician or certified athletic trainer, makes the participation of that individual inadvisable), shall be full and sufficient reason for disqualification.

If a team official suspects a student-athlete of having such a condition, and consults a physician (ideally a dermatologist) who determines that it is safe for that individual and his opponent to compete, that contestant's coach shall provide current written documentation from that physician to the examining physician or athletic trainer at the medical examination describing: (1) the diagnosed skin disease or condition; (2) the prescribed treatment and the time necessary for it to take effect; and (3) that the skin disease or condition would **not** be communicable or harmful to the opponent at the time of competition. Such documentation shall be furnished at the medical examination.

Final determination of the participant's ability to compete shall be made by the host site's physician or certified athletic trainer who conducts the medical examination, after review of any such documentation and the completion of the exam. (For physicians' and certified athletic trainers' guidelines regarding the dispensation of skin infections, see Appendix C.)

Note: Guidelines on blood-borne pathogens, hypohydration and the disposition of skin infections can be found in the appendices.

RULE 4

Conduct of Meets and Tournaments

Match Parameters

SECTION 1. A match begins with the start of the first period and ends with the conclusion of wrestling. The conclusion of wrestling occurs when time expires at the end of the third period, when overtime ends, or when a fall, technical fall, disqualification or default occurs.

Notification and Agreement

SECTION 2. All options of rules of competition (including ground rules) 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. No such action is binding unless approved by the visiting team or teams. (See 3-3-a.)

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 mutually be 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 acts of unsportsmanlike conduct, will result in penalization for unsportsmanlike conduct according to 6-4 and the Penalty Table.

Intentional Delay During Prematch Period

SECTION 4. A team intentionally delaying its appearance on the mat beyond five minutes of the established meet starting time shall have one team point deducted.

Starting the Match

SECTION 5. In dual-meet competition, the wrestlers must be ready to go onto the mat immediately when called by the referee. The wrestler to be

sent onto the mat first, who then cannot be withdrawn or replaced, shall be determined by the premeet coin toss. If the even-numbered matches (second, fourth, sixth, etc.) are selected, the coach would send a wrestler onto the mat first for the even matches. The opposing team would then send its wrestler onto the mat first for the odd-numbered matches. As soon as either contestant steps onto the mat, that contestant cannot be withdrawn or replaced. (See 1-4 and 4-9.)

Length of Matches

SECTION 6. For dual meets, all matches shall be seven minutes long, divided into three periods, with the first period lasting 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 (see 1-1). A default, disqualification, fall or a 15-point differential (technical fall) terminates the match. If neither contestant secures a fall or a 15-point differential in the first period, the referee shall stop the match and grant the proper wrestler choice of position (see 4-9). The second period shall be started immediately by the referee's whistle. If no fall or technical fall occurs during this second period, upon its expiration the referee shall stop the match and grant the appropriate wrestler the choice of position for the third period. (See 4-9.)

Wrestle-back Matches

SECTION 7. Wrestle-back matches may be seven minutes or less in length, consisting of three periods. (See 1-1.)

Postmatch Procedures

SECTION 8. a. The postmatch period is defined as from the conclusion of wrestling 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 the Referee Signals. (See illustration No. 84.)

- b. Failure to comply with the postmatch procedures, including unsportsmanlike conduct and flagrant misconduct, will be penalized according to 6-4, 6-6 and the penalty table.

Choice of Position

SECTION 9. 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 (see 1-4). The winner of the toss may choose the odd or even

number of the weight classes listed consecutively. The wrestler who has the choice may select the top, bottom or neutral position, or defer choice until the third period. If the wrestler with choice defers, the opponent may select top, bottom or neutral. If the wrestler with the choice does not defer, the opponent will have the choice of top, bottom or neutral to begin the third period. 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. The wrestler granted the choice shall have the options listed in 4-9-a. The other wrestler shall have the choice at the start of the third period.

Overtimes

SECTION 10. In tournament or dual-meet competition when the contestants are tied at the end of three regular periods, they will wrestle a sudden-death period a maximum of two minutes in length, with no rest between the regular match and the sudden-death period (wrestle-back matches included).

The sudden-death 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 two-minute sudden-death period, a 30-second tiebreaker period will be wrestled. The referee will flip a coin or disk to determine which wrestler has choice of starting position for the tiebreaker period; that wrestler may select the top or bottom position, or may elect to give that choice to the opponent.

The wrestler who is awarded the first point(s) during the tiebreaker period will be declared the winner. If no scoring occurs in 30 seconds, the offensive wrestler will be declared the winner. (See 5-2.)

If a wrestler takes an opponent directly to a position that meets a near-fall criterion, wrestling shall continue until the near fall or fall is awarded or until the period ends.

A wrestler earning the first point(s) in either the sudden-death or tiebreaker periods can lose only by committing flagrant misconduct. (See 6-6.)

Note 1: In a situation in which both wrestlers are penalized an equal number of points during the sudden-death period, those points will be added to both scores, the sudden-death period will be terminated, and the wrestlers will wrestle the

tiebreaker period as stated above.

Note 2: The sudden-death and tiebreaker periods 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 period and the tiebreaker period; however, time advantage does not carry over.

Note 3: If an injury occurs as a result of an illegal act during the sudden-death or tiebreaker period, recovery time is not applicable.

Team Tiebreaker

SECTION 11. 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 and disqualifications).
- c. Greater number of five-point technical falls.
- d. Greater number of four-point technical falls.
- e. Greater number of major decisions.
- f. Greater number of decisions.
- g. Greater number of total near-fall points earned. (This should include additional points earned for excessive bleeding or injury when near-fall points are awarded).
- h. Greater number of takedowns.
- i. Greater number of reversals.
- j. Greater number of escapes.
- k. Greater number of riding-time points.
- l. Greater number of stalling points.
- m. Coin toss.

Control of Mat Area

SECTION 12. All personnel, other than actual participating contestants, shall be restricted to a designated reserved area.

- a. For dual meets, this zone shall be at least 10 feet from the mat and scorer's table.
- b. For tournaments, a six-foot restricted zone shall be placed in two diagonally opposite corners of the mat. A maximum of three team personnel will be permitted in the restricted area. If three team personnel are used, one must

be a physician or certified athletic trainer with proper credentials.

- c. 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 of score or time, (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 4-14.)
- d. 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 multiple duals and tournaments. Penalties for control of the mat area and for questioning the referee shall be cumulative and sequential.

Correction of Error

SECTION 13. a. Errors occurring during the first or second periods shall be corrected with wrestling resuming immediately.

If the incorrect wrestler is given the choice at the start of the second period, no rewrestling is necessary. The opponent shall be given the choice at the start of the third period.

- 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 a 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 14. a. When a coach believes the referee has misapplied a rule, the coach 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 10-foot circle. Failure to comply will be penalized as a control-of-mat-area violation. (See 4-12-d.)

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 4-12-d.

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 4-12-d.
- c. Penalties for questioning the referee and for control of the mat area shall be cumulative and sequential.

Tournaments

Tournament Committee

SECTION 15. 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 16. 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 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 grant-

- ed. A contestant who sustains injury or becomes ill during the course of tournament competition may request a medical forfeit in subsequent rounds of the tournament without appearing on the mat, providing that the team physician or an authorized institutional representative has informed the tournament committee of the wrestler's inability to continue (see 2-19). A contestant who forfeits for medical reasons shall retain advancement points and placement points previously earned but cannot advance further in the tournament.
- d. A forfeit shall eliminate a contestant from further competition in that tournament.
 - e. A disqualification may eliminate a contestant from further competition in tournaments. In cases in which the disqualified wrestler is eliminated from further competition, all vacancies created in the tournament pairing shall be scored as forfeits. (See Note B under Penalty Table and 5-4-a.)
 - f. Any contestant who fails to make weight for each day of a tournament shall forfeit all points previously earned, be ineligible for further competition and shall not place in the tournament, except as covered in 2-19.
- g. It is recommended that no contestant wrestle two matches in any tournament with less than 45 minutes of rest between such matches.
- h. It is recommended that medals and team trophies be presented formally in a ceremony made as impressive as possible. When student-athletes are receiving awards, they should 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 17. 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 wrestle-back 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 wrestle-back semifinals should wrestle for fifth and sixth places. In tournaments where eight places are scored, the defeated wrestlers in wrestle-back quarterfinals should wrestle for seventh and eighth places.

Drawings

SECTION 18. Immediately after the verification of entries, drawings

should be made in accordance with the illustrations provided in this rule.

Seeding

SECTION 19. When 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.

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 20. When the number of competitors is not a power of 2 (that is, 4, 8, 16, 32, 64), there shall be "byes" in the first round. The number of byes shall 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 shall be equal to the difference between the number of competitors and the next lower power of 2. There shall be no byes after the first round, and no further drawing is necessary for the first-place or wrestle-back rounds. The byes, if even in number, shall be divided equally between top and bottom. If the number of byes is uneven, there shall be one more bye at the bottom than at the top, as shown in the illustrations in this rule.

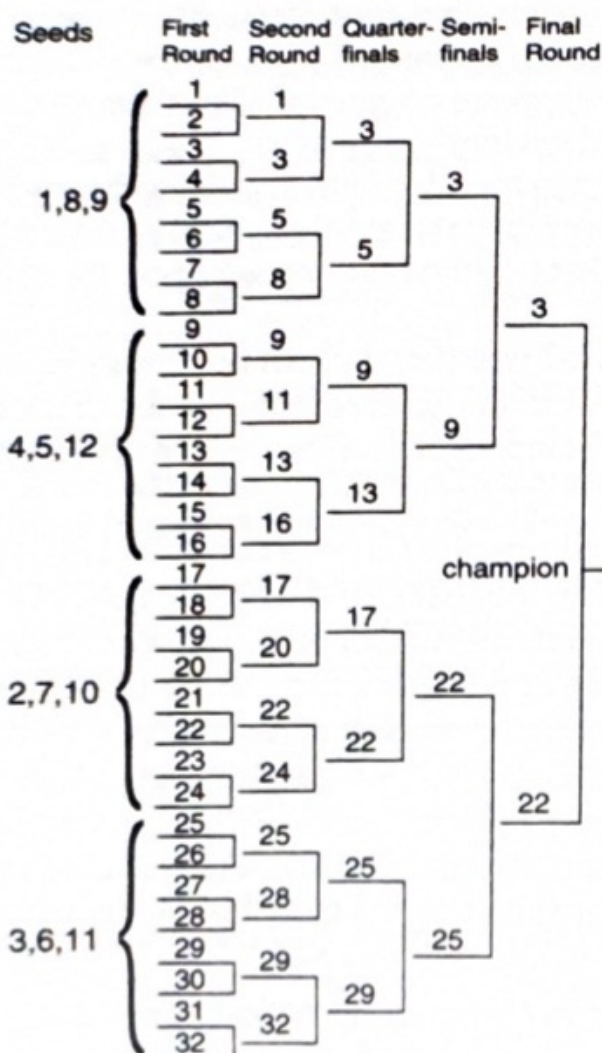
Contestants Eligible for Third-Place Matches (Wrestle-backs)

SECTION 21. a. Immediately after completion of the first match of the round of 16 in each weight, wrestle-back 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 wrestle-backs. At the conclusion of the championship semifinals, the losers of those semifinals should be bracketed into the wrestle-back semifinals. (See 4-21-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. Wrestle-back 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 wrestle-backs should

Graphic Illustration of Drawings and Seedings



When byes are necessary in a 32-wrestler bracket, they will be placed by line numbers shown in the first-round column as follows:

First bye—Line 32

Second bye—Line 16

Others, in order—Lines 24, 8, 28, 12, 20, 4, 30, 14, 22, 6, 26, 10, 18.
Note: All byes are placed on even-numbered lines.

In a 16-wrestler bracket, byes are placed in order as follows: Lines 16, 8, 12, 4, 14, 6, 10.

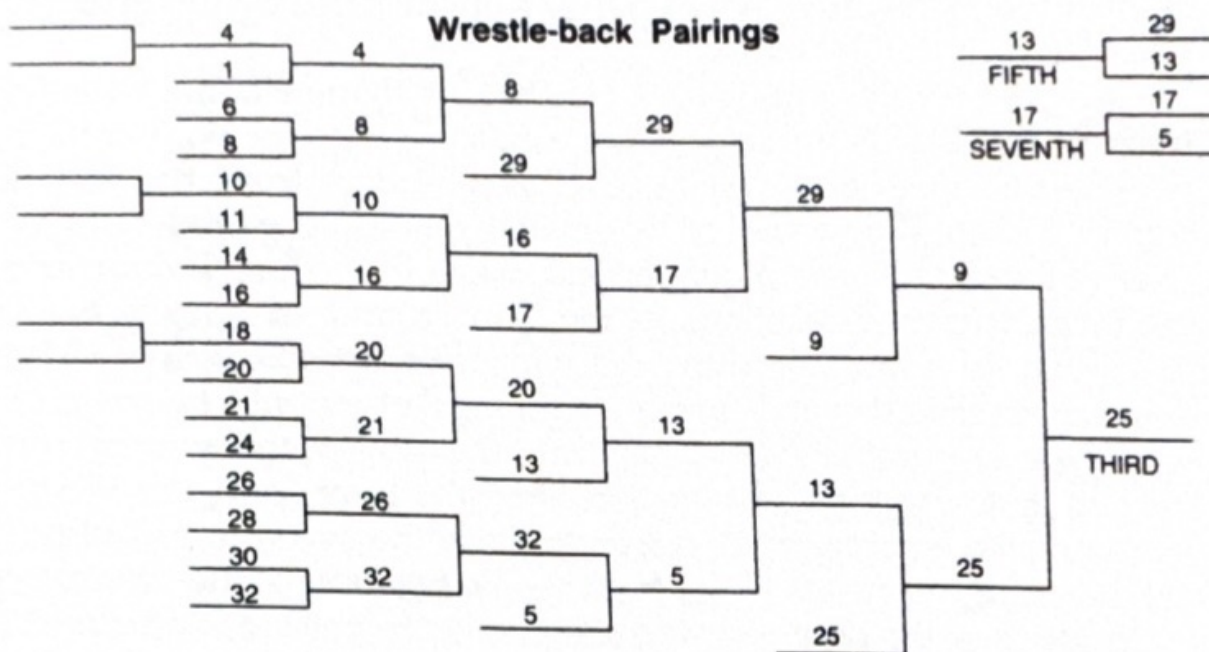
In an 8-man bracket—Lines 8, 4, 6.

When using a 16-wrestler or smaller bracket, a drawing should be made for the No. 1 seed to any open place in the upper half of the bracket. This is followed by drawing for the second seed to any open place in the lower half of the bracket. 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 wrestler draws for possible positions 1 through 8 in 1st quarter.
- No. 2-seeded wrestler draws for possible positions 17 through 24 in 3rd quarter.
- No. 3-seeded wrestler draws for possible positions 25 through 32 in 4th quarter.
- No. 4-seeded wrestler draws for possible positions 9 through 16 in 2nd quarter.
- No. 5-seeded wrestler draws for position in opposite half of 2nd quarter.
- No. 6-seeded wrestler draws for position in opposite half of 4th quarter.
- No. 7-seeded wrestler draws for position in opposite half of 3rd quarter.
- No. 8-seeded wrestler draws for position in opposite half of 1st quarter.
- No. 9-seeded wrestler draws for position in 16th bracket opposite the 8th seed.
- No. 10-seeded wrestler draws for position in 16th bracket opposite the 7th seed.
- No. 11-seeded wrestler draws for position in 16th bracket opposite the 6th seed.
- No. 12-seeded wrestler draws for position in 16th bracket opposite the 5th seed.

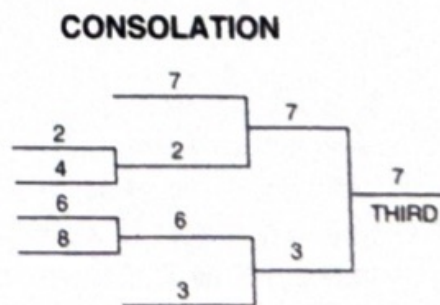
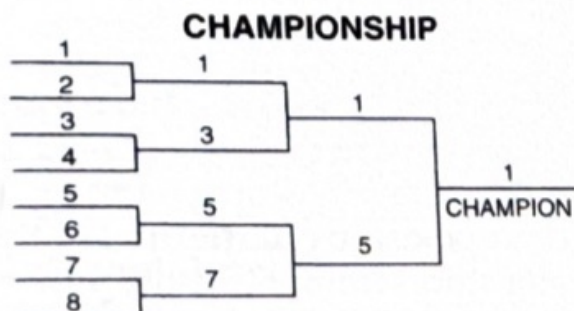
Note: If the seedings hold true, the quarterfinals will match the 1st seed against the 8th, 4th against 5th, 2nd against 7th and 3rd against 6th.

- In this example, No. 3
- In this example, No. 22
- In this example, No. 25
- In this example, No. 9
- In this example, No. 17
- In this example, No. 13
- In this example, No. 29
- In this example, No. 5
- In this example, No. 8
- In this example, No. 20
- In this example, No. 32
- In this example, No. 16



- 4 represents first wrestler defeated by Round of 16 winner 3.
 1 represents second wrestler defeated by Round of 16 winner 3.
 6 represents first wrestler defeated by Round of 16 winner 5.
 8 represents second wrestler defeated by Round of 16 winner 5.
 10 represents first wrestler defeated by Round of 16 winner 9.
 11 represents second wrestler defeated by Round of 16 winner 9.
 14 represents first wrestler defeated by Round of 16 winner 13.
 16 represents second wrestler defeated by Round of 16 winner 13.
 29 represents loser of championship quarterfinal in fourth quarter of bracket.
 17 represents loser of championship quarterfinal in third quarter of bracket.
 9 represents loser of championship semifinal in upper half of bracket.
 Loser of wrestle-back final (9) places fourth.
 Losers of wrestle-back semifinals (29 and 13) compete for fifth place.
 Loser of this bout places sixth.
 Losers of wrestle-back quarterfinals (17 and 5) compete for seventh place.
 Loser of this bout places eighth.

Graphic Illustration of Bracketing for Eight-Wrestler Draw



be matched in the order in which they were defeated by the quarterfinalists in each eighth-bracket.

The winner of the wrestle-back matches involving eligible wrestlers from the first eighth-bracket should be matched with the winner of the wrestle-back 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 wrestle-backs. Following the same procedure, the winner of wrestle-back 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.

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 wrestle-back semifinals, and the loser of the lower-bracket semifinal is placed in the lower bracket of the wrestle-back semifinal.

The eligible contestants are designated in 4-21-a.

- c. If two wrestlers who previously have competed against each other in the tournament are paired again in the wrestle-back bracket, the matches should be wrestled and scored as if they had not met previously.
- d. In the unusual 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 wrestle-back 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. (See 6-6.)
- e. If the first points were awarded simultaneously, as in a double stall, the match will proceed immediately to the tiebreaker period, with the winner continuing in the wrestle-back bracket. (See 4-10.)

Example

SECTION 22. Referring to the illustration in this rule, those eligible for the third-place rounds are 4, 1, 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; 17 as the loser of the championship quarterfinal in the third quarter; 9 as the loser of the championship semifinal in the upper half; 18, 20, 21 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 4 wins from 1 and 8 wins from 6; that 10 wins from 11 and 16 wins from 14; that 20 wins from 18 and 21 wins from 24; and that 26 wins from 28 and 32 wins from 30.

8 then wins from 4 and is matched in the third round of wrestle-backs against 29. 16 wins from 10 and is matched against 17. 20 wins from 21 and is matched against 13. 32 wins from 26 and is matched against 5.

29 wins from 8 and from 17, and is matched in the wrestle-back semifinals against 9. 13 wins from 20 and from 5, and is matched in the wrestle-back semifinals against 25. 9 and 25 win and compete for third and fourth places. The losers of the wrestle-back semifinals, 29 and 13, compete for fifth and sixth places. The losers of the wrestle-back quarterfinals, 17 and 5, compete for seventh and eighth places.

All third-place, fifth-place and seventh-place matches should be conducted before the first-place championship match. (See 4-15.)

Protests

SECTION 23. Tournament administrators should appoint a committee to hear all protests at respective tournaments. Coaches only may protest errors in recording points or match results and nonjudgment errors in the application of rules. Coaches shall inform the official scorer and the referee of their 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.

Use of Video During Protests

SECTION 24. In tournaments, the official videotape may be used to correct errors in the mechanics of scoring and other nonjudgment areas as a part of a formal protest. The official videotape shall be designated by the tournament committee and used to record all tournament matches. (For dual meets, see 1-15.)

Optional Bracketing

SECTION 25. Any 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. The numbers in parentheses show the rule and section under which the situation is defined.

Takedown (2-6)	2 points
Escape (2-7)	1 point
Reversal (2-8)	2 points
Near Fall (2-9)	2, 3 or 4 points
Time Advantage (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 included in 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 (SD)**

*7-6 (TB)***

*6-6 (TB)****

*Fall 8:26(SD) or Fall 9:22 (TB)*****

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

***Use TB designation only for overtime matches that end in the tiebreaker period.*

***Correct method of recording result when no points are scored in the tiebreaker period.

****Correct method of recording a fall in either the sudden-death or tiebreaker periods.

The score at the end of regulation shall not be listed. In matches that go to the sudden-death or tiebreaker period, the regulation-match 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. 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 60-0 (six points for each weight class).

- b. Five team points shall be scored for a technical fall if the winning wrestler was awarded a near fall during the match.
- c. Four team points shall be scored for a technical fall if the winning wrestler failed to score a near fall during the match.

d. Four team points shall be scored for a major decision.

e. Three team points shall be scored for a decision.

Note: For definitions of the above a, b, c and d, see Rule 2, Definitions.

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, 2-19) or disqualification for flagrant misconduct. (For exceptions, see 4-16-c.)

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 wrestle-backs should receive one place point. The winner of the wrestle-back quarterfinal match should receive two additional place points, and the winner of the wrestle-back 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 wrestle-back quarterfinal match should receive three place points. The winner of the wrestle-back 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 wrestle-back semifinal should receive two place points, and the winner of third place should receive two additional place points.

- b. *Advancement points.* One team point shall be scored for each match won in the championship bracket and one-half point in the wrestle-back bracket, except for the final first-, third-, fifth- and seventh-place matches. One point in the championship bracket and one-half point in the wrestle-back bracket shall be awarded for a bye if the wrestler receiving the bye wins in the next round.
- c. *Additional points.* Two additional points shall be scored for each match won by fall, default, forfeit or disqualification throughout the tournament.

A total of 1½ points shall be awarded for each match won by a technical fall if the winning wrestler was awarded a near fall during the match. One point shall be awarded for each match won by a major decision or technical fall if the winning wrestler failed to score a near fall during the match.

SUMMARY OF SCORING

<i>Dual Meet</i>		<i>Tournament</i>	
Fall	6	Fall	2
Forfeit	6	Forfeit	2
Default	6	Default	2
Disqualification	6	Disqualification	2
Technical Fall (by 15-point differential with near fall)	5	Advancement	
Technical Fall (by 15-point differential without near fall) or		Championship Bracket	1
Major Decision (by 8 through 14 pts.)	4	Wrestle-back Bracket	1/2
Decision (by fewer than 8 pts.)	3	Technical Fall (with near fall)	1 1/2
		Technical Fall (without near fall) or	
		Major Decision	1
		Bye followed by a win	
		Championship Bracket	1
		Wrestle-back Bracket	1/2
		<i>Individual Match</i>	
Takedown	2	Near Fall	2, 3 or 4
Escape	1	Time Advantage	1
Reversal	2	(Maximum for 1 minute or more)	

RULE 6

Infractions

Penalty Table

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

Indicating Infractions

SECTION 2. When indicating an infraction, the referee shall stop the match, give the hand signal to indicate the point(s), warning or caution (see referee's signals), and announce the penalty, so the contestants, coaches and spectators are aware of the infraction.

Exceptions to stopping a match to indicate an infraction include: (1) when warning or penalizing either wrestler for stalling; (2) for locked hands, grasping clothing, or figure-four scissors committed during a successful reversal, escape or takedown; and (3) for illegal holds or unnecessary roughness during scoring situations unless it is necessary to prevent an injury.

Note 1: Under (3) above, the referee shall stop the match after scoring has occurred or if scoring no longer is imminent.

Note 2: See in 6-11, Notes 1 and 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, failure to stop on the whistle, indicating displeasure with a call, failing to comply with postmatch procedures or coaching an injured contestant during an injury timeout. (See 7-2.)

Intentional breaches of decorum shall not be tolerated. This includes such acts as spitting or blowing of the nose (into other than designated receptacles and repositories), uniform straps down while still on the wrestling mat or other acts generally considered to be distasteful to spec-

tators, coaches and fellow competitors. Such acts shall be penalized as 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, athletic 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, athletic trainers, managers and physicians. These penalties are cumulative per institution. They also are cumulative for a contestant for a match or dual meet.

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. During the prematch, match or postmatch period, flagrant misconduct committed by either wrestler, such as intentionally striking an opponent, deliberately attempting to injure an opponent, continued unnecessary roughness or continued 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 that contestant, removal from the premises and the opponent being declared the winner.

In triangular, quadrangular, tournament, or similar dual-team events, individual(s) penalized for flagrant misconduct shall be disqualified and removed from the premises for the duration of the event, including multiple-day competitions.

A contestant disqualified for flagrant misconduct is not entitled to team points in the dual meet being wrestled, placement points or an individual tournament award, nor will that contestant be credited with points earned before the incident; other contestants will remain in their respective positions.

If a noncompeting wrestler commits an act of flagrant misconduct, the same sanctions apply as if the student-athlete were a competing wrestler.

- b. Any item under unnecessary roughness (see 6-5) may be interpreted by the referee as flagrant misconduct.
- c. If the offender is an institutional representative other than the competing and noncompeting wrestlers, the penalty shall be the deduction of one team point and the offender shall be removed from the premises for the duration of the event, including multiple-day events.

Illegal 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 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 used shall not exceed 1½ minutes. (See 7-1.)

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 illustrations section for examples.)

Any hold with pressure exerted over the opponent's mouth, nose, throat

or neck that restricts breathing or circulation is illegal.

Any leg ride that hyperextends the knee of the defensive wrestler beyond the normal limits of movement shall be called illegal (see illustration Nos. 80 and 81). A variety of leg rides may be applied that do not exert hyperextensive pressure on the knee and therefore are permissible. (See illustration Nos. 82 and 83.)

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 the opponent off the mat and brings that wrestler to the mat with excessive force, 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. 26.)
5. The offensive wrestler cannot lock hands around the head of the defensive wrestler when using the guillotine until the offensive wrestler meets a near-fall criterion.
6. For injury caused by illegal action, see 7-5.
7. A wrestler applying a legal hold should not be penalized when the opponent turns the legal hold into an illegal hold. The referee shall cause the hold to be released when it becomes illegal. However, the match need not be stopped unless the referee finds it necessary to do so in order to correct the situation. (See 6-9.)
8. 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. 28-30 and 32-33.)
9. The three-quarter nelson is not to be interpreted as a headlock. (See illustration No. 50.)
10. Pulling the head over the shoulder with hands locked or overlapped is not to be interpreted as a headlock. (See illustration No. 49.)

11. *The front double arm bar is legal if hands are locked at the side. (See illustration Nos. 45 and 46.)*
12. *Points for illegal holds will be awarded in addition to points earned by the offended wrestler.*

Potentially Dangerous

SECTION 9. Any hold that forces a limb beyond the normal range of motion, and other holds that may cause injury, are potentially dangerous and shall be stopped by the referee. When "potentially dangerous" is called, no penalty points shall be awarded. The match is resumed in the neutral or starting position on the mat as determined by the position held at the time the match was stopped.

No contestant should be put in a situation where that wrestler must forfeit position to avoid injury

As a combative sport, wrestling allows for a level of discomfort in many legal positions. Contestants should realize, however, that any legal hold can be turned into a potentially dangerous or illegal position. Referees should verbally caution contestants against turning a legal hold into a potentially dangerous or illegal position.

Technical Violations

Stalling

SECTION 10. a. *It is the responsibility of contestants, referees 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 near the center of the mat 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, the offender will be warned and thereafter violations will be penalized when stalling recurs. *These provisions require the referee to penalize stalling without hesitation. (See 6-10-f.)*

Note: The referee shall not stop the match when calling stalling. (See 6-2.)

- 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 down the adversary 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 down the defensive wrestler or to maintain control is a violation under this rule. When the defensive wrestler has gained a standing position, the wrestler in the advantage position is allowed reaction time to begin a breakdown.
- 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 the 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 the opponent on the mat and not work for a fall, the offensive wrestler 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 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.

Note: 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 the opponent. Failure to make these attempts is stalling. 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 it is the offensive wrestler who has made no attempt to improve position or turn the opponent and therefore is responsible for the inactivity. Examples are: double- or single-bar arms, double-leg grapevine, inside turk figure-four ride.

- f. *Stalling in the final 15 to 20 seconds of a match.* 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. Stalling should be called consistently through the match. A stalling warning or penalty should be called during the concluding moments of a match only when stalling unquestionably is occurring.
- g. *Delaying match.* Delaying the match—such as straggling back from out of bounds or unnecessarily changing or adjusting equipment—shall be penalized as stalling.

Interlocking Hands

SECTION 11. Wrestlers in the position of advantage may not interlock or overlap their hands, fingers or arms around their opponent's body or both legs unless all of their opponent's weight is supported entirely by the opponent's feet or the defensive wrestler's pinning area is meeting a near-fall criterion (see 2-9).

The offensive wrestler may continue to keep locked hands after a bodylock or double-leg takedown when a near fall is imminent. The referee shall verbally inform the wrestlers when a near fall is imminent by saying "near fall imminent." When the near fall is no longer imminent, the referee shall say "near fall no longer imminent" and grant the offensive wrestler reaction time to release locked hands. (See illustration Nos. 54-55.)

The mere touching of the defensive wrestler's hands to the mat is not

considered a change in this position unless the hands are weight-bearing, in which case the offensive wrestler is allowed reaction time to release the lock. It is inappropriate conduct for the defensive wrestler to touch either or both 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. 75-77.)

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 other technical violations. The referee is to signal this violation by giving the locked-hands or illegal-hold signals as shown on the Referee Signals page.

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 or around the head, with or without the arm included, in a neutral position by either wrestler.

The referee shall stop the match when it is obvious that the offended wrestler will not complete the takedown, reversal or escape. If the offensive wrestler completes the takedown, the match shall not be stopped and points shall be awarded as in interlocking of hands.

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 an opponent out of the wrestling area as a means of avoiding being scored upon is a technical violation. Both wrestlers should make every effort to remain in bounds. When the referee feels that either wrestler has failed to make every effort to stay in bounds under fleeing situations, the offending wrestler shall be penalized.

Toweling Off

SECTION 15. A timeout for toweling off perspiration during a match 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

PENALTY TABLE

Infraction	Rule, Section	First Violation	Second Violation	Third Violation	Fourth Violation	Fifth Violation
Unnecessary roughness ¹	6-3	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-g)	Warning	1 match pt.	1 match pt.	2 match pts.	Disqualify
False starts Incorrect starting positions	6-17 6-18	Caution	Caution	1 match pt.	1 match pt.	1 match pt.
Unsportsmanlike conduct ² — nonparticipating team personnel, wrestlers before and after match	6-4	Deduct 1 team pt.	Disqualify; deduct 1 team pt.; remove from premises ³	—	—	—
Unsportsmanlike conduct ² — wrestler during match	6-4	1 match pt.	1 match pt.	2 match pts.	Disqualify	—
Flagrant misconduct— wrestlers	6-6	Disqualify; deduct 1 team pt.; remove from premises ³ ; opponent declared the winner	—	—	—	—
institutional representatives		Deduct 1 team pt.; remove from premises ³	Warning	Deduct 1 team pt.	Deduct 2 team pts.	Deduct 2 team pts.; remove from premises ³
Control of mat area	4-12	Warning	Warning			
Questioning the referee ⁴	4-14 8-5-h					

Infraction	Rule, Section	First Violation	Second Violation	Third Violation	Fourth Violation	Fifth Violation
Illegal 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 skin diseases	3-7	Disqualify	—	—	—	—

Note A: Any combination of four penalties, excluding false starts and assuming incorrect starting position, accumulated during a match (including overtime) 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 that contestant 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, athletics 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 event in which it occurs. This includes single-day and multiple-day events.

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)

Delaying match (6-10-g)—(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)

be nullified.

Note: (Treat same as Notes under Section 11.)

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 repeatedly assumes an incorrect starting position to:

- a. Gain a distinct advantage over the opponent or
- b. 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.

RULE 7

Injuries and Timeouts

Timeout

SECTION 1. a. An injured or ill contestant may be awarded timeout up to a maximum of $1\frac{1}{2}$ minutes, which is cumulative throughout the match, including overtime periods. Additionally, there shall be a limit of three timeout periods taken by each wrestler in any match. 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. Additionally, the referee shall have the prerogative to stop the match to determine the presence of an injury to a contestant before starting the injury time or recovery time.

- b. When bleeding occurs, the referee shall interrupt the match, except when bleeding is insignificant and point-scoring action is taking place. In that case, the match shall be interrupted as soon as the point-scoring situation is completed. Timeout for bleeding shall not count against the wrestler's total of three allowed timeouts or against the wrestler's $1\frac{1}{2}$ minutes of injury time. The number and length of timeout periods for such bleeding is left to the discretion of the referee. If bleeding becomes excessive or causes an inordinate amount of timeouts, the referee, in consultation with a certified athletic trainer or physician, shall have the authority to default the match.

Blood on a uniform does not necessarily require a uniform change; however, in the rare case when a wrestler's uniform becomes saturated with blood, that wrestler shall be directed to change into another official uniform. If another official uniform (see 1-11-a) is not available, the match shall be defaulted, with the other wrestler declared the winner. (For more information, see Appendix A.)

- 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 to notify the referee. The contestant may terminate the match by stating clearly and verbally to the referee the intent to default. It is understood by the coach, contestant and ref-

eree 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 or recovery timeout and the referee questions the contestant's ability to continue, the referee 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.
- e. Time used to recover a dislodged or lost contact lens shall be charged against a contestant's 1¹/₂ minutes of injury time.

Coaching an Injured Contestant

SECTION 2. Coaching an injured or bleeding contestant during an injury or bleeding timeout is unsportsmanlike conduct. The offending coach shall be penalized according to 6-4. Coaching of a wrestler who has been injured as a result of illegal action is permitted. During an injury timeout, both wrestlers shall remain on the mat. The referee shall take a position near the injured wrestler. The injured wrestler's coach may approach the injured contestant, but any verbal communication (other than that regarding the injury) shall be interpreted by the referee as coaching. The uninjured wrestler may receive coaches' instruction during this time.

Match-Ending Injury

SECTION 3. If an injured contestant is unable to continue wrestling, the match shall be awarded in accordance with Sections 4 and 5 of this rule. If a contestant is rendered unconscious, that wrestler shall not be permitted to continue in the match after regaining consciousness without the approval of a physician.

A contestant who receives a temporary injury to the head, neck or spinal column that does not render that contestant unconscious shall not be permitted to continue the match without approval of a physician or certified athletic trainer.

Accidental Injury

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

Injury From Illegal Action

SECTION 5. Each time a contestant is injured by an opponent using an illegal hold, or commits an act of unnecessary roughness or unsportsmanlike conduct and is unable to continue, that wrestler is allowed a maximum of two minutes of recovery time to be ready to wrestle. This time does not

count against that wrestler's cumulative 1½ minutes of injury time. If that contestant 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 the injured contestant recovers and wrestling resumes, that contestant then cannot be awarded the match by default for this illegal action.

Attendants During Timeout

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

RULE 8

Officials

Referee

The NCAA Wrestling Committee recommends that all collegiate referees used for dual meets and tournaments be current members of the National Wrestling Officials Association and view the NCAA rules-interpretation videotape.

Attire

SECTION 1. The referee shall be dressed 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 wristbands, and

Note: Referees should wear green on their right wrist and red on their left to correspond to the starting lines of the home and visiting teams, respectively. However, referees 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. The referee's decisions shall be final; however, a referee may change a call immediately if the referee feels the original call was in error.

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 1-6 and 1-7);
 - (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 shall 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 1-4 and 4-9.)
 - c. The referee shall use the Referee Signals illustrated in the back of this book.
 - 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 should 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. The referee must enforce vigorously and promptly the penalties for the infractions as provided in Rule 6. On each warning and penalty, except the warning or penalty for 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 Signals.) For exceptions to stopping a match when indicating an infraction, see 6-2.
 - g. The referee shall caution the user of a potentially dangerous hold in order to prevent possible injury. Such holds should be stopped by the referee, if possible, before reaching the dangerous stage. (See 6-9.)
 - h. The referee may use oral commands to instruct, but not coach wrestlers, i.e., "action, improve, center, near fall imminent, near fall no longer imminent."
 - i. The referee shall take a position near the injured wrestler during an injury timeout. The referee is to watch for coaching of the injured

- wrestler, which is unsportsmanlike conduct. (See 6-4 and 7-2.)
- j. When possible, the referee should award points in on-the-edge-of-the-mat situations before blowing the whistle.
 - k. The referee should not place either or both hands under the shoulders of a contestant unless absolutely necessary to determine a fall.
 - l. The referee should meet promptly, in a spirit of good sportsmanship, any situation developing unexpectedly.
 - m. If, at the end of a match, there is a doubt as to the winner, the referee shall order the contestants to stay on the mat, then check 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.
 - n. The referee shall sign the official score sheet or score book certifying final results.
 - o. The referee is responsible for the seating arrangement at the scorer's table in accordance with the diagrams in 8-6.
 - p. If a correction is made, the referee should advise the wrestlers, coaches and table personnel as soon as possible.
 - q. If the referee determines that a fall, near fall, takedown, reversal, escape or any infraction has occurred, and the period ends before the referee 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, the referee 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 if the indication was made by hand signal before the period ended. (See 2-12-f.)

Other Officials

Assistant Referee

SECTION 4. In tournament competition, it is recommended that one assistant referee be assigned. 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, he/she must immediately alert the referee.
- 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 4-12-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, the assistant referee should notify the violator and the referee when appropriate. The referee shall 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(s) 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 15-point differential 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 loss of control, 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. Recording the time advantage at the end of each period.
- g. Informing the timekeeper and referee when a technical fall occurs.
- h. Recording the time-advantage point, if earned, in the final match score.
- i. Showing the referee the score book at the end of each match.
- j. Recording the time of the fall, technical fall, disqualification or default both on the bout sheet and in the score book.

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)

N-4—Near fall (as a result of injury)

S—Stalling

TV—Technical violation

P—Illegal holds, unnecessary roughness

FMC—Flagrant misconduct

F 1:36—Fall at 1:36

For.—Forfeit

M. For.—Medical forfeit

Def.—Default

DQ—Disqualification

TF-5-5:19—Technical fall-5 team points at 5:19

TF-4-5:19—Technical fall-4 team points at 5:19

W—Warning

C—Caution

UC—Unsportsmanlike conduct

SD—Sudden death

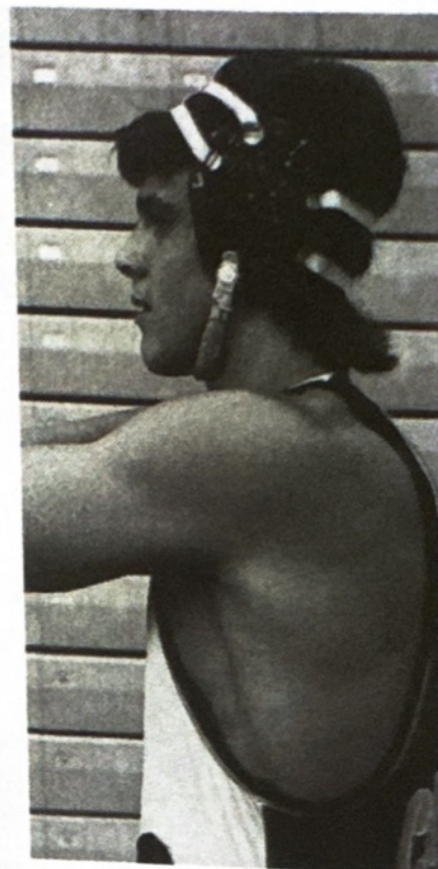
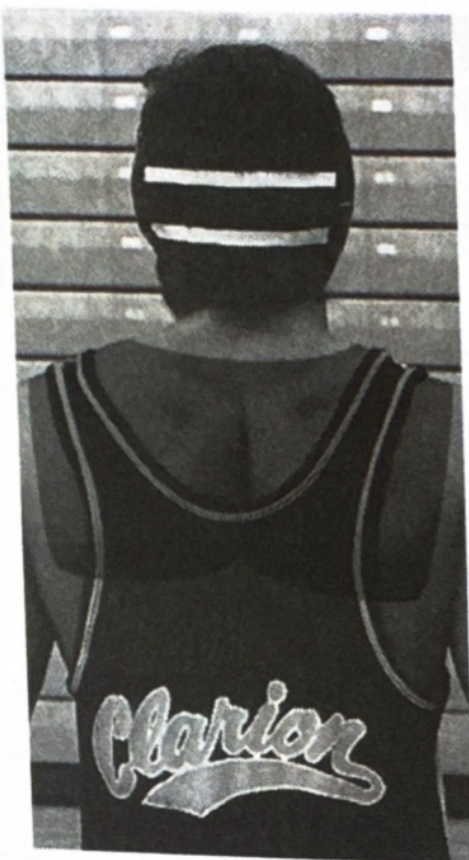
MD—Major decision

Dec.—Decision

RT—Riding time

TB—Tiebreaker

Note: The abbreviations listed above are the only official terms for recording a result.



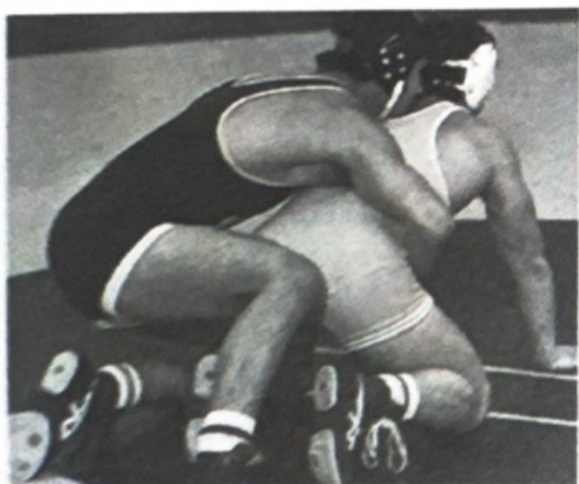
Nos. 1, 2 and 3—FRONT, REAR AND SIDE VIEW OF OFFICIAL UNIFORM. Front (with 4-inch inseam) and rear view of official shirt. Any shirt with more exposure is illegal. The rear view also shows a wrestler's pinning area.



No. 4—TOUCH START (sight-handicapped). Each contestant shall have the fingers of one hand over and the fingers of the other hand under the opponent's fingers. Fingers shall not extend beyond the knuckles.



No. 5—NEUTRAL STARTING POSITION. *Correct starting position for neutral wrestling. Wrestlers should place lead foot or both feet on their respective, designated starting line.*



Nos. 6 and 7—STARTING POSITION. *As required in 2-1-b-c. (Note starting lines, 1-7.)*



No. 8—ILLEGAL OFFENSIVE STARTING POSITION. *The offensive wrestler is not allowed to put a knee or foot on the far side of the defensive wrestler. In this illustration, the offensive wrestler has placed a foot on the far side (within the two arrows), making it a technical violation.*



No. 10—ILLEGAL OPTIONAL OFFENSIVE STARTING POSITION. *Wrestler cannot straddle opponent's body. [2-1-c-(2)]*



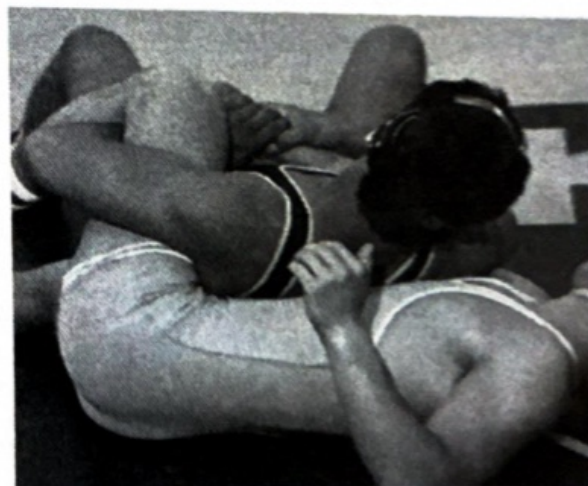
No. 12—CONTROL. *Control after allowance for reaction time.*



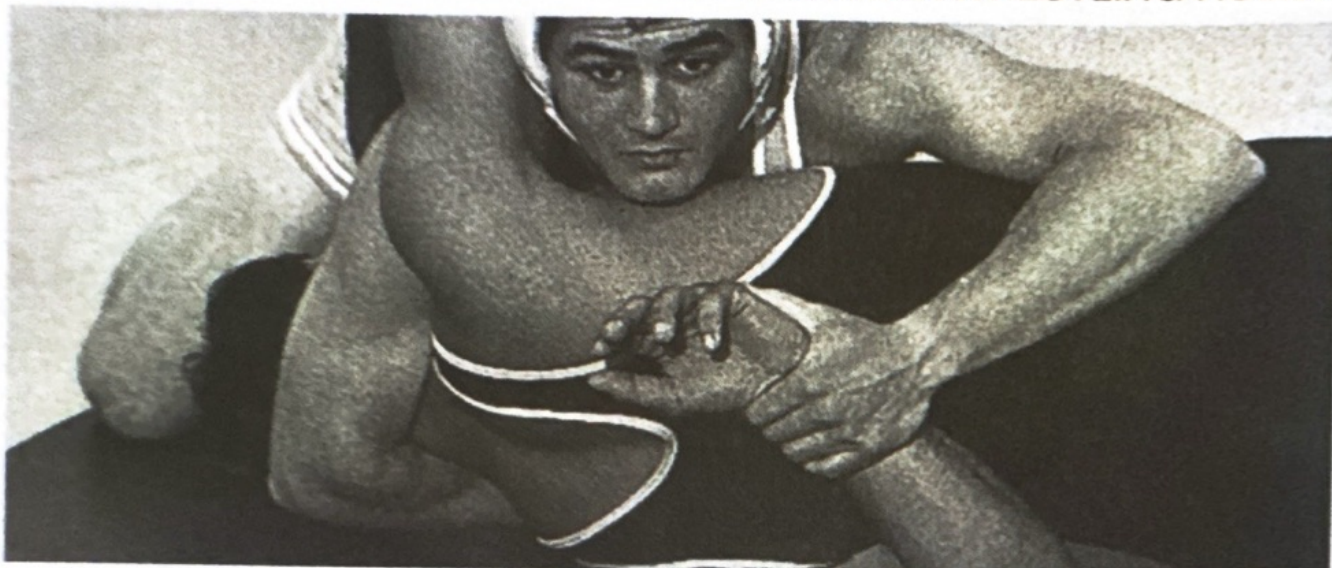
No. 9—OPTIONAL OFFENSIVE STARTING POSITION. [2-1-c-(2)]



No. 11—CONTROL. *Control after allowance for reaction time.*



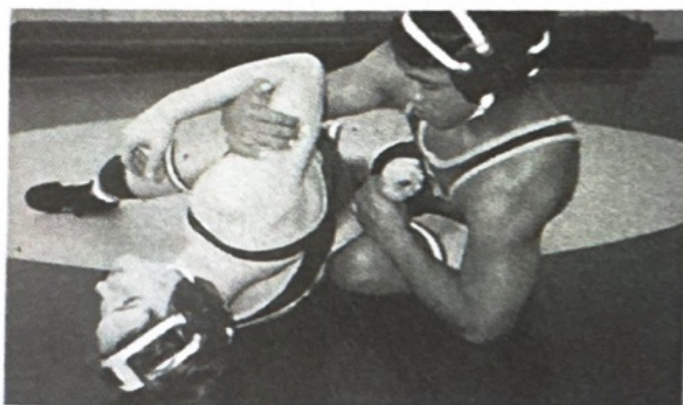
No. 13—CONTROL. *Possible control by controlling the top leg.*



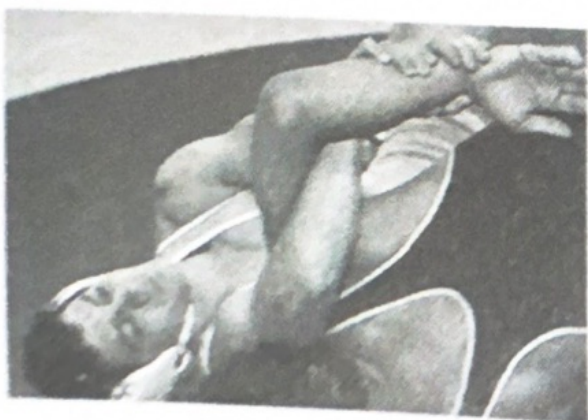
No. 14—ILLEGAL HAMMERLOCK (ABOVE RIGHT ANGLE). *The hammerlock is a legal hold, provided the arm is not bent above the right angle (i.e., provided that the arm is not carried above the small of the back); and provided, further, that the hand is not forced away from the body, making it a twisting hammerlock. In this illustration, the arm is carried distinctly above the right angle and the hold is illegal.*



No. 15—ILLEGAL HAMMERLOCK. *The hammerlock is a legal hold, provided the hand is not forced away from the body. This illustration shows the hand being pulled away from the body, making it an illegal twisting hammerlock.*



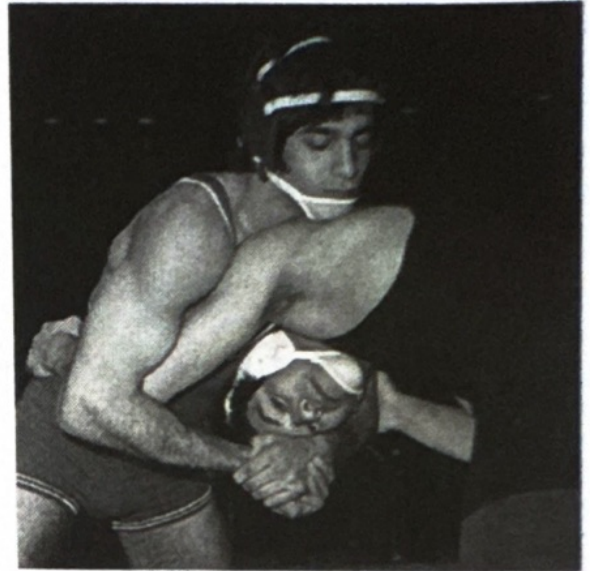
No. 16—ILLEGAL HAMMERLOCK. *The arm is forced above a right angle and pulled away from the body; therefore, it is illegal.*



No. 17—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 the opponent is unable to do to prevent injury to the shoulder.*



No. 18—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. 19—LEGAL FRONT HEADLOCK. *Illustration shows arm alongside of face with arm included.*



No. 20—ILLEGAL FRONT HEADLOCK. *Illegal front headlock without arm included.*



No. 21—ILLEGAL HEAD SCISSORS. *This straight scissors on the head is illegal.*



No. 22—LEGAL HEAD SCISSORS (FIGURE-FOUR HEAD SCISSORS). *In other than the neutral position, the figure-four head scissors is considered legal when applied as shown.*



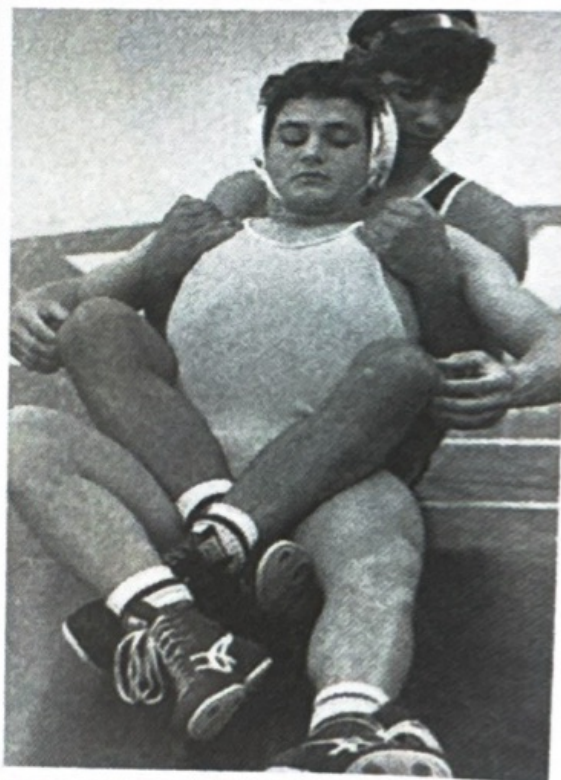
No. 23—FIGURE-FOUR HEAD SCISSORS FROM A NEUTRAL POSITION. *This hold, taken from a neutral position, is a technical violation.*



No. 24—DRAPING HEAD SCISSORS. *Legal as shown because there is minimal pressure against the head or neck.*



No. 25—FIGURE-FOUR SCISSORS. *This hold around the body or both legs is a technical violation.*



No. 26—OVER-SCISSORS (AN ILLEGAL HOLD). *The over-scissors is barred because it is a punishing hold. Forcing the over-scissors endangers the ankle or the knee of the opponent.*



No. 27—STRAIGHT BODY SCISSORS. *A legal hold.*



Nos. 28 and 29—**ILLEGAL TWISTING KNEE LOCK.** *This shows a twisting knee lock. It is an illegal hold (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 6-9.)*



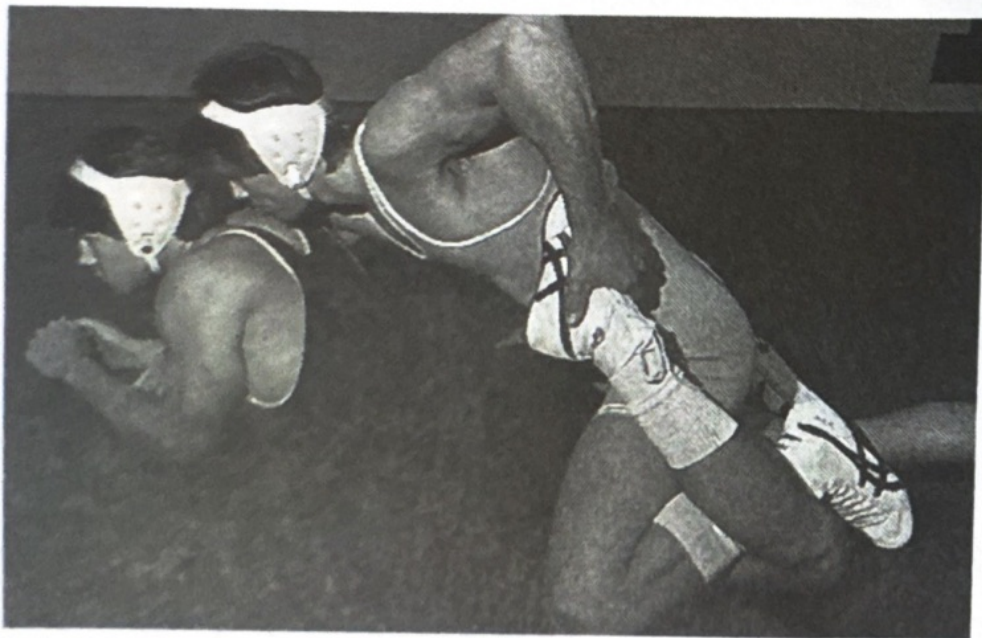
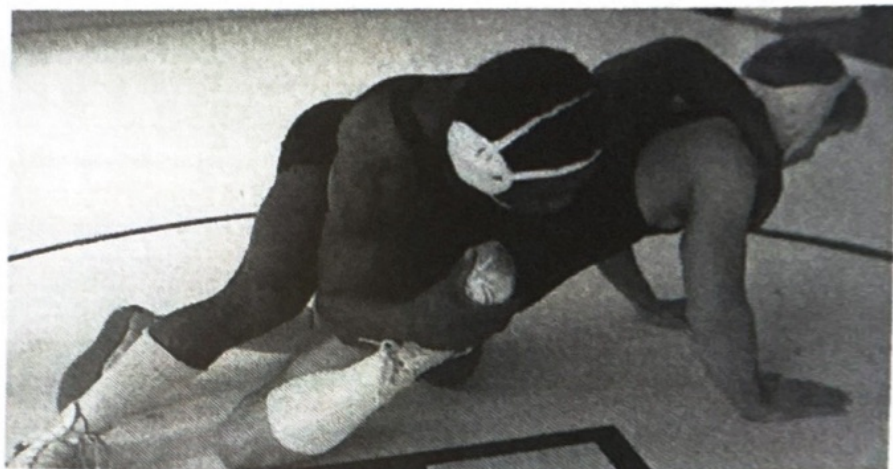
No. 30—**ILLEGAL TWISTING KNEE LOCK.** *Twisting knee-lock pressure against the normal movement of the knee joint as illustrated constitutes an illegal hold.*

No. 31—**LEGAL LEG TRAP.** *This is legal if heel goes to buttocks and not to side of hip. If top wrestler does not improve position, the top wrestler can be called for stalling.*





Nos. 32 and 33—ILLEGAL TWISTING KNEE LOCK. Both illustrations show illegal twisting knee lock. The pressure is against the normal movement of the knee joint.



No. 34—ILLEGAL KNEE LOCK. The top wrestler has obstructed the normal movement of the knee joint.



Nos. 35 and 36—LEGAL TAKEDOWNS. At the edge of the mat, takedown points shall be awarded when control is established while at least the feet of either wrestler finish down on the mat in bounds. The knees can be on or above the mat when the takedown is awarded.

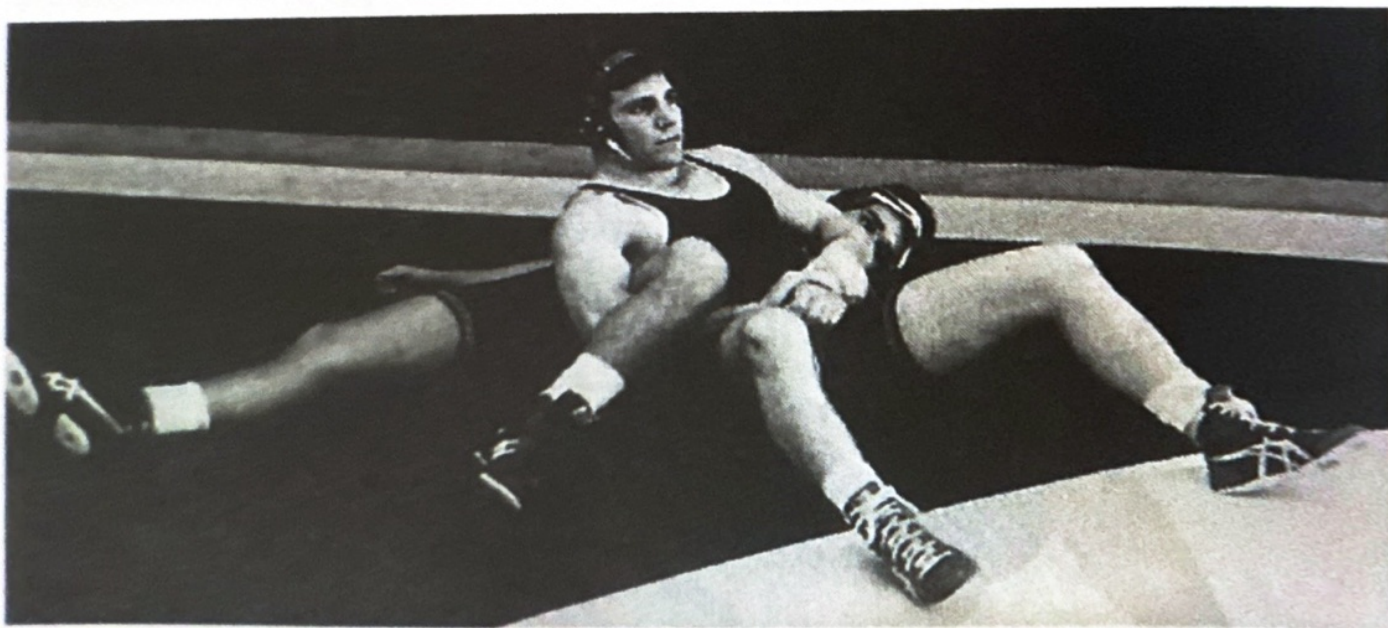


Nos. 37 and 38—TAKEDOWN. The offensive wrestler has stopped the defensive wrestler's crotch-lift roll-through attempts. In these situations, when the defensive wrestler cannot improve the position, a takedown shall be awarded.





No. 39—NO TAKEDOWN. Top man must have control of both legs before a takedown is awarded in this situation.



No. 40—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 finish down on the mat in bounds.



No. 41—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. 42—IN BOUNDS. *The shoulders or scapulae of the defensive wrestler are in bounds and a fall can occur.*



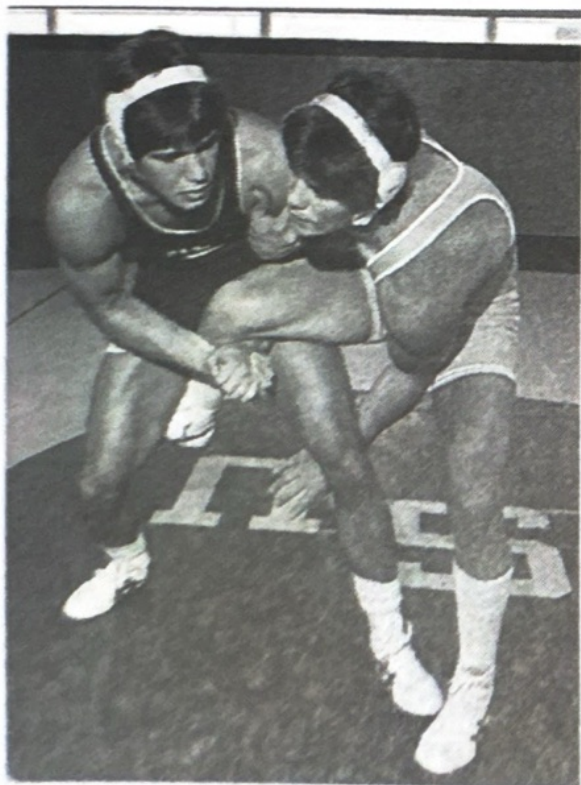
No. 43—LEGAL FOOT (INSTEP) HOLD. *The defensive wrestler may grasp the instep, heel or ankle to try to escape, providing the pressure is not such as to endanger the ankle, knee or hip joint.*

No. 44—TOEHOLD. *This is a potentially dangerous hold.*

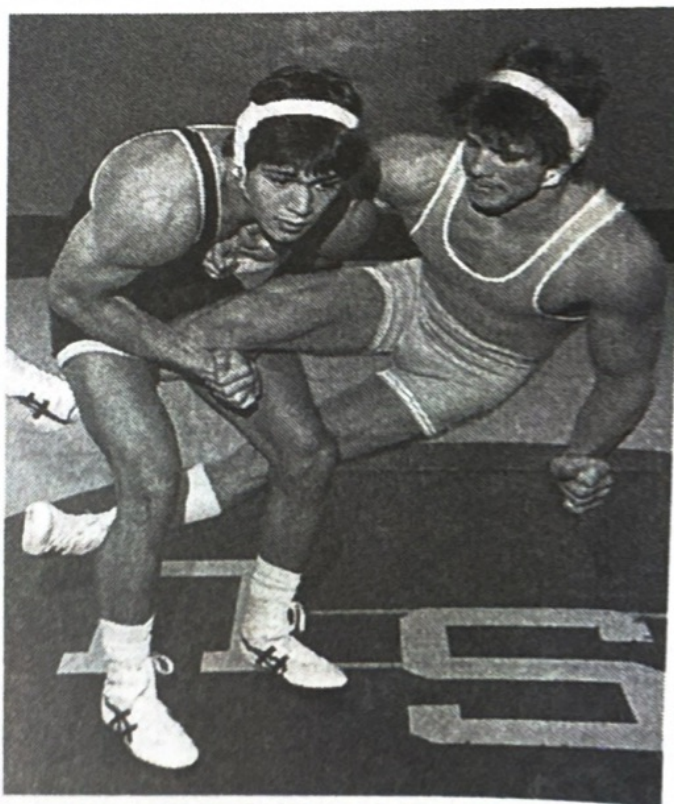




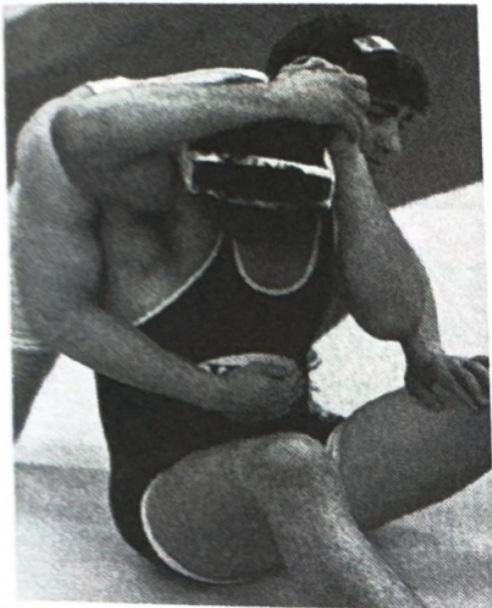
Nos. 45 and 46—LEGAL (left) and ILLEGAL (right) FRONT DOUBLE ARM BAR. *Locking hands behind the back in a double arm bar. Note that the double arm bar is legal when hands are locked at side (under armpit).*



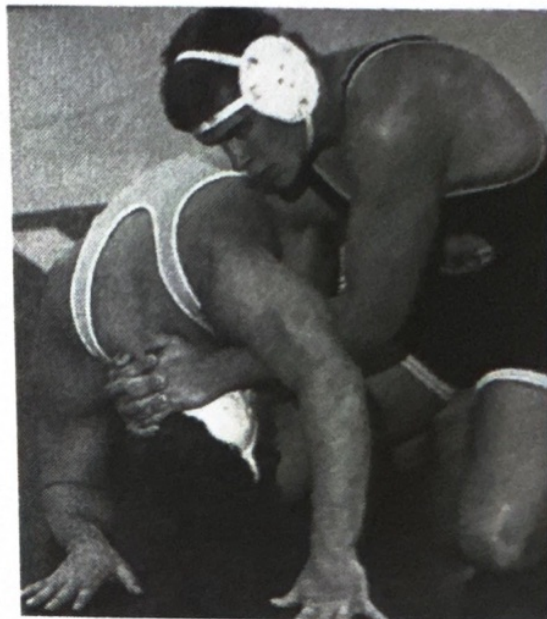
No. 47—LEGAL LEG BLOCK. *Defensive wrestlers may use their arm or hand to block the leg and then sit back to take the opponent to the mat.*



No. 48—ILLEGAL LEG BLOCK (cut back). *Defensive wrestlers are not allowed to use their leg in a whip-like fashion to take their opponent back to the mat.*



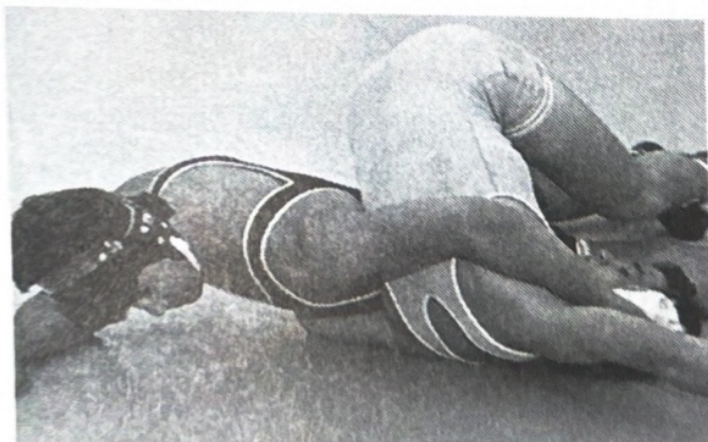
No. 49—A LEGAL HOLD. *Pulling the head over the shoulder with hands locked or overlapped. This also applies to a bridge-back situation.*



No. 50—THREE-QUARTER NELSON—A legal hold.



No. 51—ILLEGAL FULL NELSON. *The top wrestler may not apply the full nelson.*



Nos. 52 and 53—NEAR FALL. *In both illustrations above, a near fall can be scored if held for at least two seconds.*

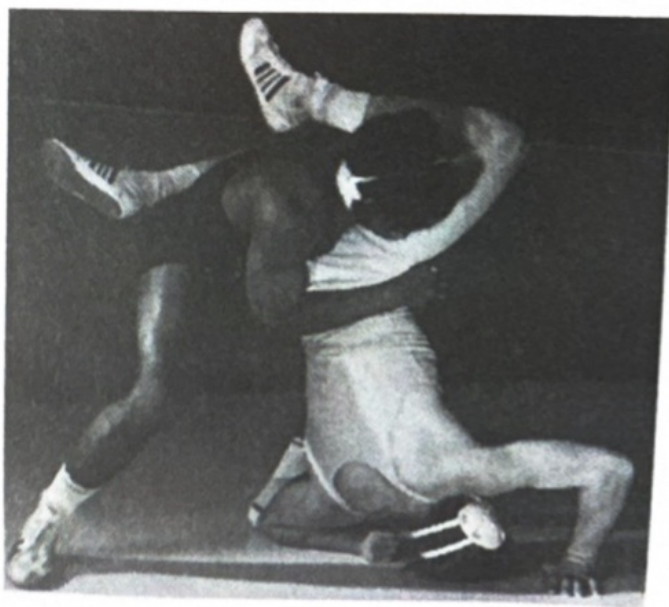


Nos. 54 and 55—IMMINENT NEAR FALL. *The offensive wrestler may keep "locked-hands" after a bodylock or double-leg takedown when there is an imminent near fall. In the situations shown, the offensive wrestler has a body lock or double-leg takedown, has not met a near fall criterion, and is allowed to keep locked hands while a near fall is imminent.*



No. 56—NEAR FALL. *Although the defensive wrestler's back is not within 45 degrees, the offensive wrestler has put one of the defensive wrestler's shoulders on the mat and the other within 45 degrees of the mat and therefore can earn a near fall if held for at least two seconds.*

No. 57—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 one of the criteria are met.*

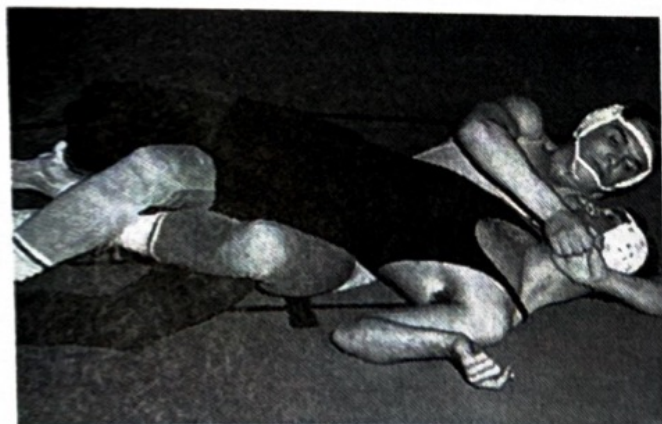




No. 58—NEAR FALL. Illustration shows defensive wrestler bridging back to break body scissors and cross-body ride. In neither case should the near fall be awarded when the defensive wrestler is in a bridge, unless the defensive wrestler cannot turn out of the bridge when the offensive wrestler starts to assume control of the pinning situation. In cases where defensive wrestlers initiate a bridge to free themselves from the use of legs, they should be given time to get out of the bridge.



Nos. 59 and 60—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. 61—LEGAL GUILLOTINE. After a near-fall criterion is met, arms can be locked around opponent's head or neck.



No. 62—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. 63—LEGAL CHICKEN WING. No evidence of illegal pressure or twisting hammerlock.



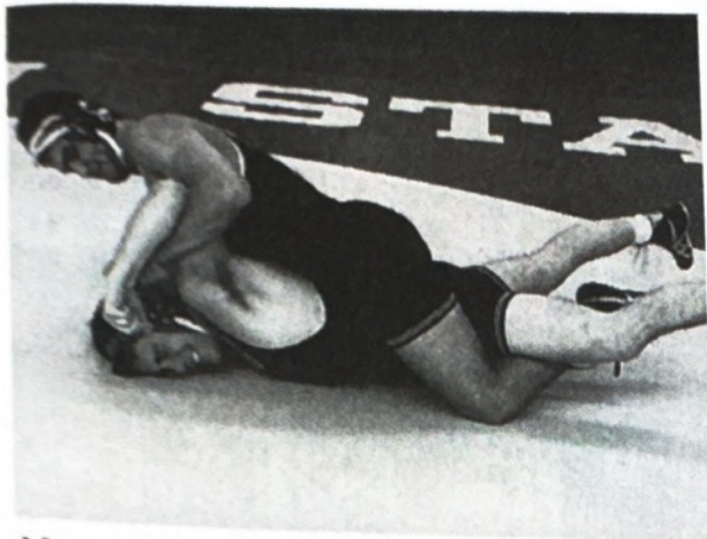
No. 64—ILLEGAL CHICKEN WING. Pressure (force) parallel to the long axis, regardless of whether defensive wrestler's hand is in front or back, makes this an illegal hold.



No. 65—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. 66—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. 67 and 68—POTENTIALLY DANGEROUS POWER HALF. *The defensive wrestler is unable to roll in the direction of the pressure.*



No. 69 — ILLEGAL HEAD LOCK. *Locking arms around the head.*



No. 70—LEGAL HEAD PRY. *The top wrestler can use this pry as long as it includes the arm or shoulder.*

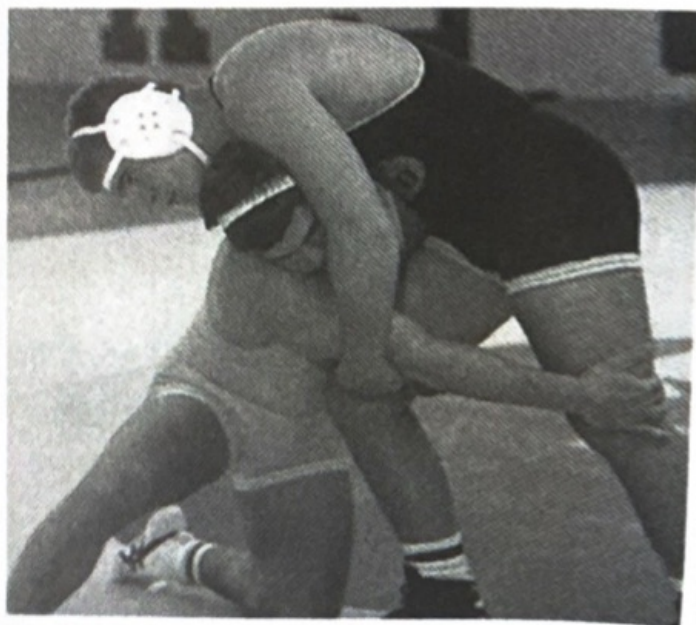


No. 71—BLOCKING ON HEAD,
CHIN OR SIDE OF FACE IS
LEGAL.

No. 72—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.
71.*



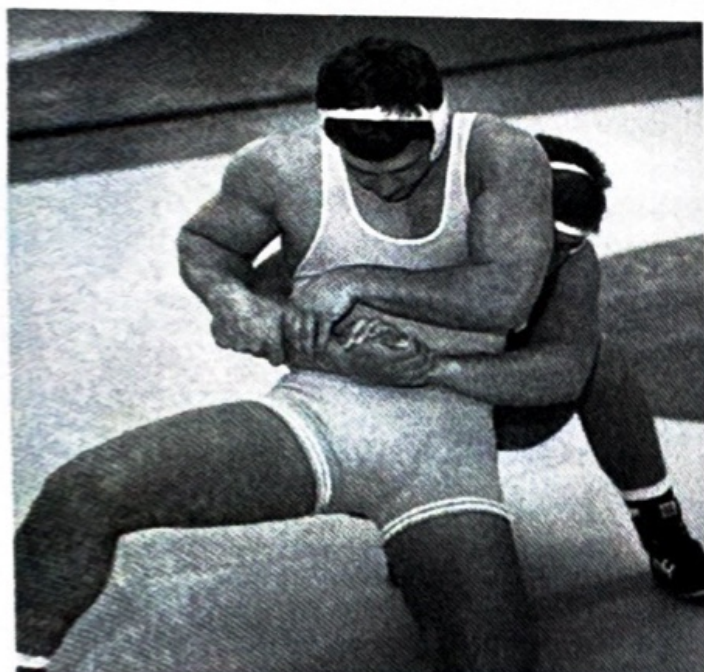
No. 73—A LEGAL CROSSFACE.
*It is an effective and legal block for
the double-leg pickup.*





No. 74—INTERLOCKING OF HANDS AROUND LEGS. *This is a technical violation when done by the offensive wrestler.*

No. 75—LEGAL USE OF THE HANDS IN WAIST-LOCK. *This shows the legal use of the hands of the top wrestler. The defensive contestant's supporting parts, except feet, are clearly off the mat.*

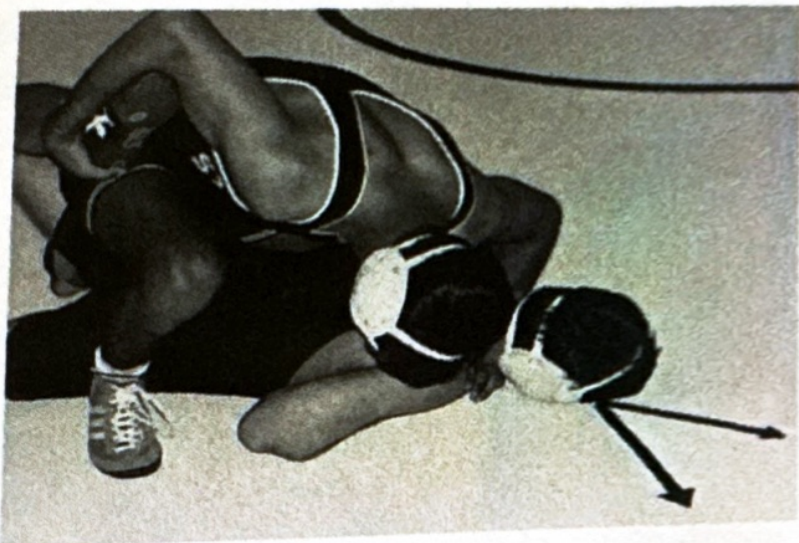


No. 76—INTERLOCKING OF HANDS AROUND THE BODY. *A technical violation. Offensive wrestler is not allowed to lock (overlap) hands, fingers, wrists or arms around body while defensive wrestler is supported by parts other than feet.*



No. 77—LEGAL USE OF HANDS IN BODY LOCK. *This complete body lock 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. 78—LEGAL BACK BOW. *This move is legal, provided the pressure is NOT driven within the arrows shown (45 degrees toward the bottom wrestler's right shoulder to straight over the head).*



No. 79—ILLEGAL BACK BOW. The top wrestler may not excessively twist the ankle of the bottom wrestler.

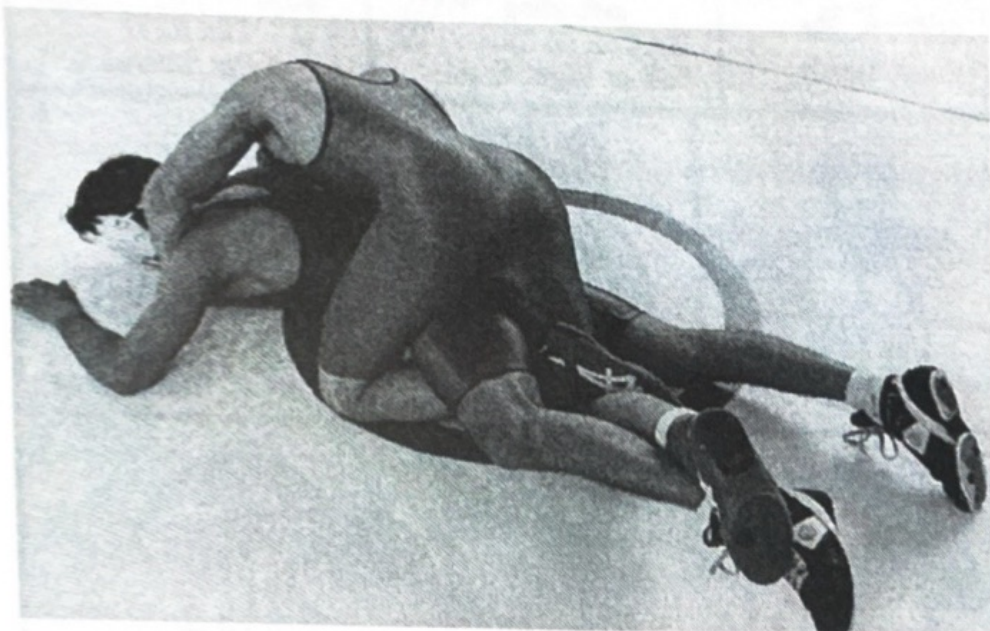


Nos. 80 and 81—ILLEGAL LEG LOCKS. *Leg rides applied by the offensive wrestler that hyperextend the knee beyond its normal limits of movement are illegal.*





Nos. 82 and 83—**LEGAL LEG LOCKS.** *Leg rides applied by the offensive wrestler that do not hyperextend the knee are legal.*



No. 84—**INDICATING THE WINNER.** *After the contestants properly shake hands, the referee indicates the winner of a match by raising the winner's hand.*



OFFICIAL WRESTLING SIGNALS HIGH SCHOOL AND COLLEGE



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

Part II:

INTERPRETATIONS

RULE 1

A Match, Mats, Wrestlers, Uniforms and Equipment

Videotaping

SECTION 14. SITUATION: Team A is videotaping its bout during a dual meet. 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. The use of videotapes to make corrections in a dual meet is prohibited.

RULE 2

Definitions

Wrestling Positions

Starting Position

SECTION 1. SITUATION: The bottom wrestler assumes a referee's position whereby the top wrestler cannot assume a legal starting position on the side of choice. The referee makes the bottom wrestler adjust position.

QUESTION: Can the top wrestler now decide to change sides? **RULING:** No. The top wrestler has indicated the desired side to the referee. After the bottom wrestler is forced to adjust, the top wrestler cannot decide to mount a different side.

Scoring Opportunities

Escape

SECTION 7. SITUATION 1: Wrestler B is on the bottom and applies an over-hook on Wrestler A. Wrestler B faces Wrestler A and stands up with the over-hook 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-under-hook 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 Wrestler A. **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 or be a considerable distance away, such that Wrestler A

has no chance to bring Wrestler B back under control.

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 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 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 attempts to reverse Wrestler A with a switch; however, just before Wrestler B comes on top for a reversal, both wrestlers go out of bounds. It was imminent that Wrestler A would have been reversed and that Wrestler A 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 the opponent off the mat with control but fails to bring Wrestler A to the mat 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, who is the defensive wrestler, stands up, Wrestler A 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 continues to receive riding time, and no points are awarded. Wrestler A can release Wrestler B's leg and receive one point for an escape, or Wrestler A 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.

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 arm injury. **QUESTION:** Should the referee award a two-point near fall based upon 2-9-d, which states: "When a pinning combination is executed legally but the contestant is injured before a near-fall criterion is met and a near fall is imminent, action will be stopped and a two-point near fall shall be awarded"? **RULING:** The purpose of 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, no near-fall points should be given. Rule 2-9-d is not intended to prevent the referee from stopping any action the referee sees as being 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 a near-fall criterion is met when Wrestler B screams in pain. **QUESTION:** In this situation, when can a three-point near fall be awarded? **RULING:** According to 2-9-e, a three-point near fall is awarded when one criterion for a near fall is met before Wrestler B screams.

SITUATION 3: Wrestler A has Wrestler B in a pinning situation and the criteria for a three-point near fall have been met, when Wrestler B screams in pain. **QUESTION:** Should a three-point near fall be awarded? **RULING:** No. According to 2-9-f, a four-point near fall is awarded when the criteria for a three-point near fall is met before Wrestler B's scream.

SITUATION 4: Wrestler A uses a granby roll for a reversal and meets a near-fall criterion when Wrestler B applies an illegal head scissors. **QUESTION:** Should the referee stop the match and award the applicable points? **RULING:** No. Rule 6-2 states that wrestling may continue even though an illegal hold has been applied, unless stoppage becomes necessary to prevent injury.

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 suffers a knee injury. As a result, the injured wrestler's back ends up on the mat after Wrestler B falls. **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 applies a legal standing headlock on Wrestler B and takes Wrestler B directly to Wrestler B's back. While going down, 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) is touching the mat in bounds for one second, Wrestler B is pinned even though Wrestler B's head and shoulders are out of bounds.

SITUATION 2: Wrestler A has the opponent in a pinning situation. The referee calls a fall by slapping the mat; however, before the referee's hand hits the mat, the buzzer sounds to end the period. The referee could not hear the buzzer. **QUESTION:** What procedure should the referee follow? **RULING:** Rule 2-12-f states that if the referee cannot determine that a fall has occurred before the period ends because of crowd noise or other circumstances, the assistant referee shall be consulted. If there is no assistant or if the assistant referee is in doubt, the referee shall ask the match timekeeper whether the referee's signal hand hit the mat before the period ended.

Technical Fall

SECTION 13. SITUATION 1: Wrestler A is leading Wrestler B, 13-0. Wrestler A puts Wrestler B on Wrestler B's back and a fall is imminent. The referee starts the near-fall hand count and counts at least two seconds. **QUESTION:** If the referee is aware of the score, should the referee stop the match and award a 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 and pinned Wrestler A, what is the ruling? **RULING:** Because Wrestler A has earned near-fall points, any action beyond the pinning situation, except for flagrant misconduct by Wrestler A, is disregarded and Wrestler A would win the match by a technical fall.

SITUATION 2: Wrestler A, who is winning by 14 points, has Wrestler B in a pinning situation and has earned but has not been awarded a three-point near fall. Wrestler A is pinned while still trying to pin Wrestler B. **QUESTION:** Does Wrestler A win by technical fall or does Wrestler B win by a fall? **NEW RULING:** Wrestler A wins by a technical fall. Wrestler A has earned a 15-point differential and can lose only by committing an act of flagrant misconduct.

SITUATION 3: Wrestler A is winning by 12 points and has earned a three-point near fall, but the period and match end with Wrestler B still in a pinning situation. 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 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 leads by 12 points and places Wrestler B in a pinning position. Wrestler A has earned, but has not been awarded, three near-fall points. Wrestler A commits a technical violation or uses an illegal hold. **QUESTION:** Should the referee penalize Wrestler A and continue wrestling or has Wrestler A earned a technical fall? **RULING:** Wrestler A has scored a technical fall. According to 2-13, a wrestler earning a differential of 15 points can lose only by committing an act of flagrant misconduct.

Default

SECTION 16. SITUATION: Wrestler A is injured and wants to default to the 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 the 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 4

Conduct of Meets and Tournaments

Postmatch Procedures

SECTION 8. SITUATION: The match ends, and Wrestler A lifts Wrestler B into the air and brings Wrestler B 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.

Choice of Position

SECTION 9. SITUATION: Wrestler A has choice at the end of the first period. Wrestler A selects the top position, and the referee tells Wrestler B to take the bottom position. Wrestler A's coach tells Wrestler A to choose bottom. QUESTION: How long does Wrestler A have to change choice of position? RULING: For consistency and to avoid delaying the match, once the wrestler with the choice verbally decides and the referee confirms this with the wrestler to prevent misunderstanding, the wrestler cannot change choice of position.

Control of Mat Area

SECTION 12. SITUATION 1: The referee is asked to come to the scorer's table to confer with Coach B at the request of Coach B. 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 A's coach. QUESTION: What is the ruling? RULING: The coach of Wrestler A would be in violation of *control of mat area* (4-12), and therefore would be penalized according to 4-12-d.

SITUATION 2: 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. The referee penalizes Team A according to 4-12-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 14. 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 4-12-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-c-1. 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 Wrestler A being disqualified, the deduction of one team point, the removal of the disqualified contestant from the premises and Wrestler B being declared the winner. A contestant so disqualified in a tournament is not entitled to placement points or an individual tournament award, nor will that contestant be credited with advancement and fall points earned before the incident. (See 4-8 and 6-6.)

Technical Violations

Stalling

SECTION 10. RULING: The basic intent of 6-10-c is to assure that both wrestlers are making an honest attempt to wrestle near the center of the mat. At the same time, the rule is not intended to punish a wrestler for moving out of the circle to set up the 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, that wrestler 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. Moving away from the center of the mat is not stalling as long as movement is followed by an offensive attack.

SITUATION: Wrestler A has legs on Wrestler B. Wrestler B stands up with the legs still on Wrestler A. 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. **QUESTION:** Who should be called for stalling? **RULING:** Wrestler B should be called for stalling for repeatedly standing up to

break a legal move.

SITUATION: Wrestler A stands and attempts to escape. Wrestler B attempts to bring Wrestler A to the mat but is unsuccessful. **QUESTION:** Should Wrestler B be called for stalling for failing to bring Wrestler A to the mat? **RULING:** No. As long as Wrestler B continually makes an honest attempt to bring Wrestler A to the mat, stalling should not be called.

Interlocking Hands

SECTION 11. SITUATION 1: Wrestler A is being reversed by Wrestler B. During the reversal, Wrestler A locks 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? 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 figure-four 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, Wrestler A will default the match to Wrestler B. Technical violations are separate from illegal holds. Illegal holds generally have the potential to injure an opponent, whereas a technical violation, in most situations, does not; however, if a technical violation is executed with the intent to injure an opponent, the referee can call a flagrant-misconduct violation instead of a technical violation.

SITUATION 3: Wrestler A is on the bottom, stands up and turns into Wrestler B. Wrestler B's knees are on the mat and are supporting him. Wrestler B locks hands around both legs of Wrestler A in a double-leg situation with no loss of control. Wrestler B then lifts Wrestler A, brings Wrestler A to the mat, unlocks hands and moves up. **QUESTION:** Should Wrestler B be called for locked hands? **RULING:** The wrestler in the advantage position could lock hands once the bottom wrestler's weight is supported entirely by both feet. Once the wrestler brings the opponent to the mat, the wrestler with the advantage then has reaction time to break the grip.

SITUATION 4: The offensive wrestler applies a bear hug on the defensive wrestler, who is in a sitting position facing the offensive wrestler. After the

bear hug is applied, the offensive wrestler attempts to pin the 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 "a technical violation." In a control position, a wrestler cannot lock hands around the opponent and then take the opponent to a pinning situation. Once a near-fall criterion has been met, it is permissible to lock hands.

SITUATION 5: From a neutral position, Wrestler A applies a bear hug to Wrestler B and takes him directly to his back, nearly meeting a near-fall criterion. **QUESTION:** Can Wrestler A keep locked hands after a bodylock takedown when there is an imminent near fall? **RULING:** A wrestler may keep locked hands after a bodylock takedown when there is an imminent near fall. The referee shall verbally alert the wrestlers if a near fall is imminent by saying "near fall imminent," which indicates whether the offensive wrestler may keep locked hands. If and when the referee says the near fall is no longer imminent, the offensive wrestler shall be given reaction time to release his lock. Note that a bear hug is considered a bodylock.

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.

False Starts and Incorrect Starting Positions

SECTIONS 17 AND 18. RULING: False starts and incorrect starting positions have been separated to prevent a wrestler from being disqualified because of having a foot off the starting line by one inch. This gives the referee some flexibility. 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 repeatedly 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 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, the wrestler 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 injury time. The referee questions the injured wrestler's ability to continue. **QUESTION:** How does the referee use an official timeout to have the wrestler examined by medical personnel for consultation? **RULING:** As indicated in 7-1-d, the official timeout is to be used in this situation only after the wrestler has used the 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 a referee's 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.

Match-Ending Injury

SECTION 3. **SITUATION:** Wrestler A receives a neck injury. The referee will not allow Wrestler A to continue until receiving a physician's or certified athletics trainer's approval. Both are in the arena; however, it is obvi-

ous that neither one will reach the mat area to grant approval before the 1½ minutes of injury time expire. **QUESTION:** Does Wrestler B win by injury default? **RULING:** Once the injured wrestler claims to be recovered, the referee may take an official timeout until the physician or certified athletics trainer has time to evaluate the injured wrestler (within a reasonable amount of time).

Appendix A

Blood-Borne Pathogens

Blood-borne pathogens are disease-causing microorganisms that can be potentially transmitted through blood contact. The blood-borne pathogens of concern include (but are not limited to) the hepatitis B virus (HBV) and the human immunodeficiency virus (HIV). Infections with these (HBV, HIV) viruses have increased throughout the last decade among all portions of the general population. These diseases have potential for catastrophic health consequences. Knowledge and awareness of appropriate preventive strategies are essential for all members of society, including student-athletes.

The particular blood-borne pathogens HBV and HIV are transmitted through sexual contact (heterosexual and homosexual), direct contact with infected blood or blood components and perinatally from mother to baby. The emphasis for the student-athlete and the athletics health-care team should be placed predominately on education and concern about these traditional routes of transmission from behaviors off the athletics field. Experts have concurred that the risk of transmission on the athletics field is minimal.

Hepatitis B Virus (HBV)

HBV is a blood-borne pathogen that can cause infection of the liver. Many of those infected will have no symptoms or a mild flu-like illness. One-third will have severe hepatitis, which will cause the death of one percent of that group. Approximately 300,000 cases of acute HBV infection occur in the United States every year, mostly in adults.

Five to 10 percent of acutely infected adults become chronically infected with the virus (HBV carriers). Currently in the United States there are approximately one million chronic carriers. Chronic complications of HBV infection include cirrhosis of the liver and liver cancer.

Individuals at the greatest risk for becoming infected include those practicing risky behaviors of having unprotected sexual intercourse or sharing intravenous (IV) needles in any form. There is also evidence that household contacts with chronic HBV carriers can lead to infection with-

out having had sexual intercourse or sharing of IV needles. These rare instances probably occur when the virus is transmitted through unrecognized-wound or mucous-membrane exposure.

The incidence of HBV in student-athletes is presumably low, but those participating in risky behavior off the athletics field have an increased likelihood of infection (just as in the case of HIV). An effective vaccine to prevent HBV is available and recommended for all college students by the American College Health Association. Numerous other groups have recognized the potential benefits of universal vaccination of the entire adolescent and young-adult population.

HIV (AIDS Virus)

The Acquired Immunodeficiency Syndrome (AIDS) is caused by the human immunodeficiency virus (HIV), which infects cells of the immune system and other tissues, such as the brain. Some of those infected with HIV will remain asymptomatic for many years. Others will more rapidly develop manifestations of HIV disease (i.e., AIDS). Some experts believe virtually all persons infected with HIV eventually will develop AIDS and that AIDS is uniformly fatal. In the United States there are 40,000-50,000 newly infected persons each year. There are 1.5 million infected persons in the United States. The risk of infection is increased by having unprotected sexual intercourse, as well as the sharing of IV needles in any form. Like HBV, there is evidence that suggests that HIV has been transmitted in household-contact settings without sexual contact or IV needle sharing among those household contacts. Similar to HBV, these rare instances probably occurred through unrecognized-wound or mucous-membrane exposure.

Comparison of HBV/HIV

Hepatitis B is a much more "sturdy/durable" virus than HIV and is much more concentrated in blood. HBV has a much more likely transmission with exposure to infected blood; particularly parental (needle-stick) exposure, but also exposure to open wounds and mucous membranes. There has been one well-documented case of transmission of HBV in the athletics setting, among sumo wrestlers in Japan. There are no validated cases of HIV transmission in the athletics setting. The risk of transmission for either HBV or HIV on the field is considered minimal; however, most experts agree that the specific epidemiologic and biologic characteristics of the HBV virus make it a realistic concern for transmission in sports with sustained close physical contact, such as wrestling. HBV is considered to have a potentially higher risk of transmission than HIV.

Testing of Student-Athletes

Routine mandatory testing of student-athletes for either HBV or HIV for participation purposes is not recommended. Individuals who desire voluntary testing based on personal reasons and risk factors, however, should be assisted in obtaining such services by appropriate campus or public-health officials.

Student-athletes who engage in high-risk behavior are encouraged to seek counseling and testing. Knowledge of one's HBV and HIV infection is helpful for a variety of reasons, including the availability of potentially effective therapy for asymptomatic patients, as well as modification of behavior, which can prevent transmission of the virus to others. Appropriate counseling regarding exercise and sports participation also can be accomplished.

Participation by the Student-Athlete with Hepatitis B (HBV) Infection

Individual's Health—In general, acute HBV should be viewed just as other viral infections. Decisions regarding ability to play are made according to clinical signs and symptoms, such as fatigue or fever. There is no evidence that intense, highly competitive training is a problem for the asymptomatic HBV carrier (acute or chronic) without evidence of organ impairment. Therefore, the simple presence of HBV infection does not mandate removal from play.

Disease Transmission—The student-athlete with either acute or chronic HBV infection presents very limited risk of disease transmission in most sports. However, the HBV carrier presents a more distinct transmission risk than the HIV carrier (see previous discussion of comparison of HBV to HIV) in sports with higher potential for blood exposure and sustained close body contact. Within the NCAA, wrestling is the sport that best fits this description.

The specific epidemiologic and biologic characteristics of hepatitis B virus form the basis for the following recommendation: If a student-athlete develops acute HBV illness, it is prudent to consider removal of the individual from combative, sustained close-contact sports (e.g., wrestling) until loss of infectivity is known. (The best marker for infectivity is the HBV antigen, which may persist up to 20 weeks in the acute stage). Student-athletes in such sports who develop chronic HBV infections (especially those who are e-antigen positive) should probably be removed from competition indefinitely, due to the small but realistic risk of transmitting HBV to other student-athletes.

Participation of the Student-Athlete with HIV

Individual's Health—In general, the decision to allow an HIV-positive student-athlete to participate in intercollegiate athletics should be made on the basis of the individual's health status. If the student-athlete is asymptomatic and without evidence of deficiencies in immunologic function, then the presence of HIV infection in and of itself does not mandate removal from play.

The team physician must be knowledgeable in the issues surrounding the management of HIV-infected student-athletes. HIV must be recognized as a potentially chronic disease, frequently affording the affected individual many years of excellent health and productive life during its natural history. During this period of preserved health, the team physician may be involved in a series of complex issues surrounding the advisability of continued exercise and athletics competition.

The decision to advise continued athletics competition should involve the student-athlete, the student-athlete's personal physician and the team physician. Variables to be considered in reaching the decision include the student-athlete's current state of health and the status of his/her HIV infection, the nature and intensity of his/her training, and potential contribution of stress from athletics competition to deterioration of his/her health status.

There is no evidence that exercise and training of moderate intensity is harmful to the health of HIV-infected individuals. Unfortunately, there are no data looking at the effects of intense training and competition at an elite, highly competitive level on the HIV-infected student-athlete.

Disease Transmission—Concerns of transmission in athletics revolve around exposure to contaminated blood through open wounds or mucous membranes. Precise risk of such transmission is impossible to calculate but epidemiologic and biologic evidence suggests that it is extremely low (see section on comparison of HBV/HIV). There have been no validated reports of transmission of HIV in the athletics setting. Therefore, there is no recommended restriction of student-athletes merely because they are infected with HIV.

Administrative Issues

The identity of individuals infected with a blood-borne pathogen must remain confidential. Only those persons in whom the infected student chooses to confide have a right to know about this aspect of the student's medical history. This confidentiality must be respected in every case and at all times by college officials, including coaches, unless the student chooses to make the fact public.

Athletics Health-Care Responsibilities

The following recommendations are designed to further minimize risk of blood-borne pathogen transmission in the context of athletics events and to provide treatment guidelines for care givers. These are sometimes referred to as "universal precautions," but some additions and modifications have been made as relevant to the athletics arena.

1. Pre-event preparation includes proper care for existing wounds, abrasions, cuts or weeping wounds that may serve as a source of bleeding or as a port of entry for blood-borne pathogens. These wounds should be covered with an occlusive dressing that will withstand the demands of competition. Likewise, care providers with healing wounds or dermatitis should have these areas adequately covered to prevent transmission to or from a participant. Student-athletes may be advised to wear more protective equipment on high-risk areas, such as elbows and hands.

2. The necessary equipment and/or supplies important for compliance with universal precautions should be available to care givers. These supplies include appropriate gloves, disinfectant bleach, antiseptics, designated receptacles for soiled equipment and uniforms, bandages and/or dressings and a container for appropriate disposal of needles, syringes or scalpels.

3. When a student-athlete is bleeding, the bleeding must be stopped and the open wound covered with a dressing sturdy enough to withstand the demands of activity before the student-athlete may continue participation in practice or competition. Current NCAA policy mandates the immediate, aggressive treatment of open wounds or skin lesions that are deemed potential risks for transmission of disease. Participants with active bleeding should be removed from the event as soon as is practical. Return to play is determined by appropriate medical staff personnel. Any participant whose uniform is saturated with blood, regardless of the source, must have that uniform evaluated by appropriate medical personnel for potential infectivity and changed if necessary before return to participation.

4. During an event, early recognition of uncontrolled bleeding is the responsibility of officials, student-athletes, coaches and medical personnel. In particular, student-athletes should be aware of their responsibility to report a bleeding wound to the proper medical personnel.

5. Personnel managing an acute blood exposure must follow the guidelines for universal precaution. Sterile latex gloves should be worn for direct contact with blood or body fluids containing blood. Gloves should be changed after treating each individual participant and after glove removal, hands should be washed.

6. Any surface contaminated with spilled blood should be cleaned in accordance with the following procedures: With gloves on, the spill should be contained in as small an area as possible. After the blood is removed, the surface area of concern should be cleaned with an appropriate decontaminate.

7. Proper disposal procedures should be practiced to prevent injuries caused by needles, scalpels and other sharp instruments or devices.

8. After each practice or game, any equipment or uniforms soiled with blood should be handled and laundered in accordance with hygienic methods normally used for treatment of any soiled equipment or clothing before subsequent use. This includes provisions for bagging the soiled items in a manner to prevent secondary contamination of other items or personnel.

9. Finally, all personnel involved with sports should be trained in basic first aid and infection control, including the preventive measures outlined previously.

Member institutions should ensure that policies exist for orientation and education of all health-care workers on the prevention and transmission of blood-borne pathogens. Additionally, in 1992, the Occupational Safety and Health Administration (OSHA) developed a standard directed to eliminating or minimizing occupational exposure to blood-borne pathogens. Many of the recommendations included in this guideline are part of the standard. Each member institution should determine the applicability of the OSHA standard to its personnel and facilities.

Source: NCAA Sports Medicine Handbook. For updated information, refer to the most recent edition.

Appendix B

Hypohydration

There are two general types of weight loss common to student-athletes who participate in intercollegiate sports: loss of body water (at issue here) or loss of stored body lipid (fat) and body tissue. The loss of body water or the process of dehydration, which leads to a state of negative water balance (hypohydration), is brought about by withholding drinking fluids and carbohydrates, the promotion of extensive sweating and the use of emetics, diuretics or laxatives. The problem is most evident in those who must be certified to participate in a given weight class, but it also is present in other athletics groups.

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 and local muscular endurance, smaller plasma and blood volume, modified cardiac functioning (including higher heart rate, smaller stroke volume and lesser cardiac output), impaired thermoregulation, decreased kidney blood flow and filtration, reduced liver glycogen stores and loss of electrolytes.

When hypohydration is extensive, attempts at rehydration usually are insufficient for body fluid and electrolyte homeostasis to be restored before competition. In wrestling, this is especially true between the official weigh-in and actual competition.

The practice of fluid deprivation (dehydration) should be discouraged. To promote sound practices, student-athletes and coaches should be educated about the physiological and pathological consequences of hypohydration. The use of laxatives, emetics and diuretics should be prohibited. Similarly, the use of excessive food and fluid restriction, self-induced vomiting, vapor-impermeable suits (e.g., rubber or rubberized nylon), hot rooms, hot boxes and steam rooms should be prohibited.

Hypohydration constitutes an unnecessary potential health hazard that acts synergistically with poor nutrition and intense exercise to compromise health and athletics ability. The positive alternative would be to minimize weight loss and maintain a desired weight over the course of the competi-

tive season. To implement these policies, the use of standard measures of percent body fat and body weight would be advisable to ascertain a reasonable weight status for the student-athlete. In wrestling, the official competition weigh-in should be scheduled an hour before match time.

Source: NCAA Sports Medicine Handbook. For updated information, refer to the most recent edition.

Appendix C

Communicable Skin Infections

Data from the NCAA Injury Surveillance System (ISS) indicate that skin infections are associated with at least 10 percent of the time-loss injuries in wrestling. It is recommended that qualified personnel, including a knowledgeable, experienced physician examine the skin over the entire body and hair of the scalp and pubic area of all wrestlers before any participation.

Open wounds and infectious skin conditions that cannot be adequately protected should be considered cause for medical disqualification for practice or competition. The term "adequately protected" means that the wound or skin condition is covered by a securely attached bandage made of nonpermeable material that will withstand the rigors of competition. Categories of such skin conditions and examples include:

1. Viral skin infections:
 - a. herpes simplex
 - b. herpes zoster
 - c. molluscum contagiosum
 - d. verrucae
2. Bacterial skin infections:
 - a. impetigo
 - b. cellulitis or erysipelas
 - c. carbuncle or furuncle
 - d. folliculitis
 - e. hidradenitis suppurativa
3. Fungal skin infections:
 - tinea capitis or corporis (ringworm)
4. Parasitic skin infections:
 - a. pediculosis
 - b. scabies

Medical Examinations

Medical examinations should be conducted by knowledgeable physicians and/or certified athletic trainers. The presence of an experienced

dermatologist is strongly recommended. The examination should be conducted in a systematic fashion so that problem cases can be evaluated by more than one examiner. Provisions should be made for appropriate lighting and the necessary facilities to confirm and diagnose skin infections.

Wrestlers who are undergoing treatment for a communicable skin disease at the time of the meet or tournament should provide written documentation from a physician. This documentation should include the wrestler's diagnosis, culture results (if possible), dates of therapy and the exact names of medication for treatment. The status of these individuals should be decided before the screening of the entire group. The decision made by a physician and/or certified athletic trainer "on site" should be considered FINAL.

Guidelines for Disposition of Skin Infections

Unless a new diagnosis occurs at the time of the meet or tournament, the student-athlete should provide a letter from the team physician documenting clinical diagnosis, lab and/or culture results, if relevant, and an outline of treatment to date (i.e., duration frequency, dosages of medication).

HERPES SIMPLEX

Primary Infection

1. Wrestler must be free of systemic symptoms of viral infection (fever, malaise, etc.).
2. Wrestler must have developed no new blisters for three days before the examination.
3. Wrestler must have no moist lesions; all lesions must be dried and surmounted by a FIRM ADHERENT crust.
4. Wrestler must have been on appropriate dosage of systemic antiviral therapy for at least three days before and at the time of the meet or tournament.

Recurrent infection

1. Blisters must be completely dry and covered by a FIRM ADHERENT crust at time of competition, or wrestler cannot participate.
2. Wrestler must have been on appropriate dosage of systemic antiviral therapy for at least three days before and at the time of the meet or tournament.

Questionable Cases

1. Tzanck prep and/or HSV antigen assay (if available).
2. Wrestler's status deferred until Tzanck prep and/or HSV assay results complete.

Wrestler's with a history of recurrent herpes labialis or herpes gladiatorum should be considered for season-long prophylaxis with (acyclovir) Zovirax. This decision should be made after consultation with the wrestling team physician.

HERPES ZOSTER

Skin lesions must be surmounted by firm, adherent crust at meet or tournament time, and have no evidence of secondary bacterial infection.

MOLLUSCUM CONTAGIOSUM

1. Lesions must be curetted or removed before the meet or tournament.
2. Solitary or localized, clustered lesions can be covered with a gas-permeable membrane such as Op-Site or Bioclusive, followed by ProWrap and stretch tape.

VERRUCAE

1. Wrestlers with multiple digitate verrucae of their face will be disqualified if the infected areas cannot be covered with a mask. Solitary or scattered lesions can be curetted away before tournament.
2. Wrestler with multiple verrucae plana or verrucae vulgaris must have the lesions covered.

BACTERIAL INFECTIONS (Furuncles, Folliculitis, Impetigo)

1. Wrestler must have been without any new skin lesion for 48 hours before the meet or tournament.
2. Wrestler must have completed **three** days of antibiotic therapy and have no moist, exudative or draining lesions at meet or tournament time.
3. Gram stain of exudate from questionable lesions (if available).

HIDRADENITIS SUPPURATIVA

Wrestler will be disqualified if extensive or purulent draining lesions are present.

TINEA INFECTION

1. A minimum of three days of topical therapy is required for skin lesions. The topical antifungals terbinafine or naftifine (Lamisil or Naftin) are suggested for treatment. A minimum of two weeks of systemic antifungal therapy is required for scalp lesions.
2. Wrestlers with extensive and active lesions will be disqualified. Activity of treated lesions can be judged by review of therapeutic regimen. Wrestlers with solitary, or closely clustered, localized lesions will be disqualified if lesions are in a body location that cannot be

securely covered. Covering routine should include selenium sulfide washing of lesion or ketoconazole shampoo (Nizoral), followed by application of naftifine gel or cream (Naftin) or terbinafine cream (Lamisil), then gas-permeable dressing such as Op-site or Bioclusive, followed by ProWrap and stretch tape. Dressing changes should be done after each match so that lesion can air dry.

3. The dispensation of tinea cases will be decided on an individual basis, as determined by the examining physician and/or certified athletic trainer.

PEDICULOSIS

Wrestler must be treated with appropriate pediculicide and re-examined for completeness of response before wrestling.

SCABIES

Wrestler must have negative scabies prep at meet or tournament time.

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