



WRESTLING

2017-18 AND 2018-19

CASE BOOK

2017-18 and 2018-19 NCAA WRESTLING CASE BOOK

Updated February 14, 2018

NATIONAL COLLEGIATE ATHLETIC ASSOCIATION



[ISSN 0736-511X]
THE NATIONAL COLLEGIATE ATHLETIC ASSOCIATION
P.O. BOX 6222
INDIANAPOLIS, INDIANA 46206-6222
317-917-6222
WWW.NCAA.ORG
SEPTEMBER 2017

Manuscript Prepared By: Chuck Barbee, *Secretary-Rules Editor, NCAA Wrestling Rules Committee.*
Edited By: Ashlee Follis, *Associate Director of Playing Rules and Officiating.*

NCAA, NCAA logo and NATIONAL COLLEGIATE ATHLETIC ASSOCIATION are registered marks of the Association and use in any manner is prohibited unless prior approval is obtained from the Association.

COPYRIGHT BY THE NATIONAL COLLEGIATE ATHLETIC ASSOCIATION

PRINTED IN THE UNITED STATES OF AMERICA

Table of Contents

Preface.....	<u>4</u>
Rule 1—Mats, Uniforms and Equipment	<u>6</u>
Rule 2—Definitions of Wrestling Terms	<u>9</u>
Rule 3—Conduct of Meets and Tournaments.....	<u>14</u>
Rule 4—Scoring Meets and Matches	<u>23</u>
Rule 5—Infractions	<u>27</u>
Rule 6—Injuries, Timeouts and Match Stoppages	<u>37</u>
Rule 7—Referees and Other Personnel	<u>40</u>
Rule 8—Weight Management	<u>41</u>
Rule 9—Medical Exams, Weigh-Ins and ISRF.....	<u>42</u>
Appendixes.....	<u>45</u>

Preface

This document contains rulings that have been approved by the Wrestling Rules Committee as a supplement to the official rules. Included are actual meet-like situations that add meaning to the written code of rules and verify that there can be only one interpretation to any given rule.

The format of the book follows the official NCAA Wrestling Rules Book, rule-by-rule, section-by-section and article-by-article. Its presentation provides clear, realistic meet-type situations that allow the reader to better comprehend the application and adjudication of the official written rules.

The editor hopes that the interpretations will assist officials, coaches, wrestlers and spectators to better appreciate the rules of wrestling so that the collegiate game may become an even better game than it already is.

— **Chuck Barbee, secretary-rules editor**
NCAA Wrestling Rules Committee

Editorial Changes

These changes reflect additions, clarifications or deletions to approved interpretations that are intended to illustrate the wrestling rules. Approved Rulings that illustrate new case plays since the last edition are indicated by a shaded background.

New Approved Rulings - February 14:

3-32, 9-9 and App.-1

Previously New/Edited Rulings:

1-4, 1-6, 1-7, 2-16, 3-3, 3-5, 3-8, 3-19, 3-20, 3-23, 3-24, 3-25, 3-26, 3-27, 3-28, 3-29, 3-30, 3-31, 4-1, 4-2, 4-3, 4-4, 4-10, 4-12, 4-13, 4-14, 5-4, 5-33, 5-41, 6-9, 9-4 and 9-8

RULE 1

Mats, Uniforms and Equipment

Shoes

A.R. 1-1. While wrestling, Wrestler A's shoelaces are tied but his shoe comes off as he tries to kick out from his opponent's grasp. The referee calls a delay of match and, therefore, a stalling violation against Wrestler A. Does this rule apply since his shoelaces were tied?

RULING: Yes. The wrestling shoes shall reach above the ankle and be tightly secured so they do not come off during competition. The referee shall assess a delay of match and, therefore, a stalling violation to Wrestler A.

(Rule 1.5.3 and 5.7.16)

Ear Protection

A.R. 1-2. This rule states that a protective ear guard must be worn anytime live wrestling takes place. (This includes practice, dual meets and all collegiate and open tournaments.) Does this rule apply to the warm-up period before dual meets and tournaments?

RULING: No. The warm-up period before a dual meet or tournament is not considered live wrestling.

(Rule 1.5.4)

A.R. 1-3. This rule states that the use of tape or decals on the ear protection is prohibited. Clean, fresh athletic tape is permissible on the ear protection if used for medical purposes only. If athletic tape is used for medical purposes on the ear protection for a match, how long can it remain on the headgear?

RULING: All athletic tape used for medical purposes on ear protection shall be removed after the conclusion of each match. Clean, fresh athletic tape shall be reapplied only if needed for medical purposes before/during each match.

(Rule 1.5.4)

Appearance

A.R. 1-4. If a wrestler is asked to trim their facial hair because it is too thick to execute a medical exam, is the wrestler able to weigh-in first, trim the facial hair and then come back for the medical exam?

RULING: No, a wrestler who is asked to trim facial hair so a medical exam can occur must trim the hair immediately and may not proceed to weigh-ins until the medical exam has been completed. Per Rule 9.2.18, the wrestler who is asked to trim their facial hair must have the medical exam complete and be prepared to weigh-in prior to the closing of weigh-ins.

(Rule 1.8.2)

Enforcement of Mat, Uniform and Equipment Rules

A.R. 1-5. Wrestler A appears on the mat ready to wrestle when the referee determines that the competitor is violating an appearance and equipment rule. The referee charges Wrestler A with a non-bleeding injury timeout, and signals to start the injury timeout clock. It takes Wrestler A 50 seconds to become compliant with the rules. Does Wrestler B have choice of starting position when wrestling restarts?

RULING: Yes. Rule 6.1.14 is interpreted to mean that once the first non-bleeding injury timeout is taken by a wrestler at any time, the opponent is given the choice of the top, bottom or neutral positions when wrestling restarts.

(Rule 1.9.2)

Appearance

A.R. 1-6. Is the athletic trainer or other medical personnel executing the skin check supposed to inform wrestlers that their facial hair exceeds ½ inch in length?

RULING: No. Athletic trainers have sole authority to request facial hair be trimmed during medical exams, but this request is only to ensure a proper medical exam takes place. It is not the athletic trainer's responsibility to determine if the facial hair meets the rules for competition.

Referees are responsible for ensuring that wrestlers who report to the mat with facial hair exceeding ½ inch in length have it covered properly or wear a mask. If facial hair exceeding ½ inch in length is not covered when a wrestler steps on the mat to compete, the wrestler will have the length of their injury time to trim the hair to a legal length. If the wrestler fails to trim the hair within the injury time, the wrestler will lose by disqualification.

(Rule 1.8.2)

Shoes

A.R. 1-7. If a wrestler's shoelace comes untied, but the wrestler does not request a timeout in order to retie the shoelace, do the rules require the referee to stop the match and allow the wrestler to retie the laces and issue a stalling warning.

RULING: Yes, Rule 1.5.3 says shoes must be tightly secured. When the laces of a shoe come untied, the shoe is no longer considered to be tightly secured and the referee should stop the match to allow the laces to be retied. Finally, the wrestler whose shoelaces came untied

would be issued a stalling warning per Rule 5.7.16, which says any match delays directly related to shoelaces shall be penalized as stalling. (Rules 1.5.3 and 5.7.16)

RULE 2

Definitions of Wrestling Terms

Neutral Starting Position — Vision-Impaired

A.R. 2-1. Wrestler A requests to use the finger-touch method of wrestling. How is the wrestler granted the accommodation?

RULING: A request is made to the wrestling secretary-rules editor (SRE) for documentation to complete an individualized inquiry that will determine if the accommodation is necessary. When the documentation evidencing the vision-impairment has been reviewed and accepted, the SRE shall provide documentation to the student-athlete (or its member institution), who will present the documentation to the medical professional at medical examinations/skin checks. The head coach should also notify the opposing coach(es)/tournament director and head referee of the accommodation. The finger-touch method shall not be used absent documentation provided by the SRE. *Note: The student-athlete (or its member institution) should request the accommodation not later than October 10.*

(Rule 2.1.2)

A.R. 2-2. Wrestler A has documentation granting him the accommodation to use the finger-touch method of wrestling. What is the proper neutral starting position for the finger-touch method?

RULING: In matches involving vision-impaired wrestlers, a finger-touch method shall be used in the neutral position. (See Illustration No. 8.) 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 to the palms. Before the start of each match, the referee shall flip his/her (red/green) disc to determine which wrestler has choice of hand position during every neutral start, i.e., which wrestler will have his/her right or left hand palm up or down relative to the mat. The wrestlers shall alternate this choice of palm position throughout the match for each subsequent neutral position start. The meet timekeeper shall indicate to the referee which wrestler has hand position choice. While wrestling, the match shall be stopped whenever contact is not maintained.

(Rule 2.1.2)

Defensive Starting Position

A.R. 2-3. 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. 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 choose a different side.

(Rule 2.1.3)

Imminent Scoring

A.R. 2-4. Wrestler A applies a double-leg takedown to Wrestler B. In the act of being taken down, Wrestler B suffers a bleeding injury. As a result, the injured wrestler's back ends up on the mat after Wrestler B falls. 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.

(Rule 2.2.4)

A.R. 2-5. 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 suffers a bleeding injury. Should a two-point takedown and a two-point near fall be awarded?

RULING: Yes. The takedown and near fall should be awarded because both the takedown and the near-fall were imminent.

(Rule 2.2.4)

Fall

A.R. 2-6. Wrestler A, who is the offensive wrestler, is pinning Wrestler B. Both wrestlers are inside the out-of-bounds line except for Wrestler B's head and pinning area. Can Wrestler B be pinned in this situation?

RULING: Yes. If Wrestler B's pinning area is touching the mat for one second while any part of either wrestler remains in bounds, Wrestler B is pinned.

(Rule 2.3.1)

A.R. 2-7. Wrestler A, who is the offensive wrestler, 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. What procedure should the referee follow?

RULING: In this situation, the referee is allowed to consult first with the second referee (if one is being use). If the second referee is uncertain, or one is not available, the referee should consult with the timekeeper to determine if their hand hit the mat before the period ended.

(Rules 2.3.5 and 7.6.2)

Technical Fall

A.R. 2-8. 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.

- (1) If the referee is aware of the score, should the referee stop the match and award a technical fall?
- (2) If Wrestler B quickly reversed and pinned Wrestler A, what is the ruling?

RULING: (1) No. In a pinning situation, wrestling continues until the pinning situation actually has ended, which gives Wrestler A the possibility of pinning Wrestler B.

(2) 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.

(Rule 2.3.6)

A.R. 2-9. Wrestler A, who is winning by 14 points, has Wrestler B in a pinning situation and has earned but has not been awarded a four-point near fall. Wrestler A is pinned while still trying to pin Wrestler B. Does Wrestler A win by technical fall or does Wrestler B win by a fall?

RULING: Wrestler A wins by a technical fall. Wrestler A has earned a 15-point or greater differential and after which can lose only by committing an act of flagrant misconduct.

(Rule 2.3.6)

A.R. 2-10. Wrestler A is winning by 11 points and has earned a four-point near fall, but the period and match end with Wrestler B still in a pinning situation. Wrestler B has riding time. Since the four-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 four-point near fall, riding time was awarded at the same time as the near fall. This means the differential was 14 points.

(Rules 2.3.6 and 4.5.11)

A.R. 2-11. Wrestler A leads by 11 points and places Wrestler B in a pinning position. Wrestler A has earned, but has not been awarded, four near-fall points. Wrestler A commits a technical violation or uses an illegal hold. 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 Rule 2.3.6 a wrestler earning a differential of 15 points can lose only by committing an act of flagrant misconduct.

(Rule 2.3.6)

Default

A.R. 2-12. Wrestler A is injured and wants to default to the next opponent and still continue to be eligible for competition. What is the correct procedure?

RULING: The wrestler should come to their next match ready to compete. Prior to the match beginning, the wrestler would indicate

to the referee that they intend to default the match. The referee will officially start the match and then immediately stop the match after 1 second. After the match is stopped, and the wrestler confirms they are defaulting the match, the referee will indicate the other wrestler as the winner by raising his hand.

Note: It is not the intent of a default to be used for this purpose.

(Rule 2.3.9)

Medical Forfeit

A.R. 2-13. During an individual advancement tournament both wrestlers are injured simultaneously and must default. Which wrestler will drop into the wrestle-back round?

RULING: If both wrestlers are subsequently cleared to compete by medical personnel, they will complete the match beginning where stoppage occurred. The completion of the match will take place at the beginning of the next session. The winner will advance to the wrestle-back bracket. If only one wrestler is cleared for competition, that wrestler will advance to the wrestle-backs by either a medical forfeit or forfeit. If neither wrestler is able to continue, the opponent in the wrestle-back round will advance by receiving a medical forfeit or forfeit.

(Rule 2.3.9)

A.R. 2-14. Both competitors wrestling for fifth and sixth places in a tournament are forced, due to injury, to declare a medical forfeit. Which place, fifth or sixth, should each wrestler be awarded?

RULING: Each competitor will be awarded sixth place. The placement points for fifth and sixth shall be equally divided between the two wrestlers.

(Rule 2.3.12)

A.R. 2-15. A participant becomes ill or is injured during tournament competition and is granted a medical forfeit. Must this wrestler weigh in for the subsequent day competition?

RULING: No. The contestant who forfeits for medical reasons is eliminated from further competition and need not weigh in.

(Rule 2.3.12)

Offensive Starting Position

A.R. 2-16. Is there an offensive starting position called the reverse referee position? Example: If the top wrestler is starting on the right-hand side of the defensive wrestler, the top man would be facing backwards, placing their right arm around the waist, their left palm on the defensive wrestler's right elbow and one or both of their knees down on the opponent's right side. Is this starting position legal?

RULING: Yes, this starting position can be considered legal as long as the following rules requirements are adhered to:

(1) The palm on the near side is on the elbow;

- (2) The hand around the waist is placed loosely around the waist and on the navel of the opponent;
- (3) One or both knees, on the near side, are down on the mat; and
- (4) The head of the offensive wrestler is on the defensive wrestler's back at the midline or above.

If a wrestler attempts to utilize this starting position and all four of those requirements are met, the starting position is correct. As in the case with all starting position violations, if one or more of the requirements is/are not adhered to, the wrestler is issued a caution.

(Rules 2.1.4, 2.2.2 and Penalty Table)

RULE 3

Conduct of Meets and Tournaments

Spectator Removal

A.R. 3-1. The referee is being abused by a spectator and asks the home management to remove the spectator from the premises. The home management instead asks the unruly spectator to sit in the stands and behave. Was home management correct not to abide by the referee's request?

RULING: No. The home management shall be responsible for the removal of spectator(s) upon request by the referee or assistant referee.
(Rule 3.1.5)

Shifts in Weight Class — Dual Meets

A.R. 3-2. Team A weighs in two wrestlers at the 125-pound weight class for a dual meet. Team B has no entry at the 141-pound weight class. Can the noncompeting 125-pounder move up and accept a forfeit at the 141-pound weight class without losing certification at 125 pounds?

RULING: Yes. In fact, this wrestler could accept a forfeit at a higher weight class with the exception of heavyweight without losing certification at the 125-pound weight class.

(Rule 3.7)

Mat-Side Video Review

A.R. 3-3. When using a third-party video reviewer, if a coach throws the brick onto the mat to request a challenge, should the coach explain the challenge to the referee or third-party reviewer?

RULING: The coach would explain the challenge to the third-party reviewer, who would then review the call, make a decision and inform the referee. The referee will then notify each corner, prepare the match to be resumed and make the public announcement

(Rule 3.13.3)

A.R. 3-4. Red and green wrestlers are in the 2nd overtime. Red is in control of green when the red wrestler drops down on green and the referee does not start the mandatory count. Three seconds later, the green wrestler escapes. Can the red coach video review challenge that the referee did not start their count? If so, would the escape be nullified?

RULING: Yes. The red coach can video review challenge this call. The referee would need to be certain there was enough time remaining on the clock so that had the count been started properly it would/ could have resulted in a 5th count, which would require the match be stopped to indicate the stall warning. If, per the video review, there was sufficient time to achieve the 5th count, then this is basis for overturning the call, nullifying the escape point and re-wrestling that portion of the match. If, on the other hand for example, there were only four seconds on the clock at the point of the drop down, then this would indicate no substantive error occurred on the part of the referee. The lack of a count in and of itself would not warrant a reversal of this call because even if the count had begun, there was not enough time to reach a 5th count and the escape would stand.

(Rule 3.13.4)

A.R. 3-5. Can a coach request a video review for a control of mat violation?

RULING: No, a coach may only request a video review for calls related to the match and each of the two wrestlers. Control of mat violations are related to the institution and are not subject to video review.

(Rule 3.13.4)

Referee's Video Review

A.R. 3-6. Can the referee, execute a referee's video review when the match is stopped for a coach requested video review challenge?

RULING: No, there is no restriction on the number of times a referee may stop the match for a review. The key to this rule is the term "stop the match." Referees may stop the match whenever they see fit to execute a video review, however, if a coach has already stopped the match, the referee must execute only the coach's challenge and then resume wrestling. This ensures a referee does not inadvertently utilize a referee video review based on something they may have seen while executing the coach's challenge. If a referee wishes to use a video review, they must stop the match and execute the review prior to executing any coach requested challenge. The only exception to this rule is: referees are allowed to use the video to correct timing and/or scoring at any time.

(Rule 3.13.8b)

Coach's Video Review Challenge

A.R. 3-7. What happens if a coach requests a video review challenge, and when the review is being executed, the referee notices the wrestler of the coach calling for the challenge should have received a locked hands call?

RULING: The locked hands call has no bearing on the review that has been requested. Referees are only allowed to evaluate the specific call indicated by the coach. The team requesting the video review cannot be called for violations that were not called by the referee during the regulation portion of the match and then discovered during a coach's video review challenge. There are two acceptable ways the locked

hands call could have been corrected: (1) If the referee believed they may have missed the locked hands call, they could execute a referee's video review prior to the original coach's video review request; or (2) The opposing coach could use a video review challenge after the original coach's video review request.

(Rule 3.13.9)

A.R. 3-8. Is there ever an instance when the coach, after throwing the brick, may retract the request for a video review?

RULING: Yes, there is one instance in which a coach video review request may be retracted. When the coach throws the brick onto the mat indicating a challenge, they are challenging the call on the mat made by the referee. If the referee stops the match and before consulting with the coach, changes the call on the mat, the coach may elect to retract the video review.

(Rule 3.13.9d)

Choice of Positions

A.R. 3-9. 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. How long does Wrestler A have to change the 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 the choice of position.

(Rule 3.14)

A.R. 3-10. The first period ends with neither wrestler able to score (0-0). Wrestler A rides the entire second period accumulating two minutes of advantage time. In the third period, Wrestler A selects the bottom position and escapes immediately. With the escape, Wrestler A leads, 1-0. With six seconds remaining, Wrestler B secures a takedown. The regulation match ends with the score 2-1 in favor of Wrestler B. The referee goes to the table and awards Wrestler A one point for time advantage. The score is now tied, 2-2. Which wrestler will have the choice of position in the first tiebreaker period?

RULING: Wrestler B. The takedown resulted in the first offensive points scored in the match. Time advantage, although earned, cannot be awarded until the conclusion of the regulation match.

(Rules 3.14.3a and 4.5.11)

A.R. 3-11. The regulation match ends with both wrestlers having identical scores and no offensive points scored. When is the determination made as to which wrestler will have the choice in the first tiebreaker period?

RULING: The determination will be made at the completion of the sudden-victory period and before the beginning of the first tiebreaker period by the tossing of the referee's disc.

(Rule 3.14.3b)

Executing the First Round of Overtime

A.R. 3-12. The regulation match ends in a tie. Between the end of the regulation match and the sudden-victory period, Wrestler A takes a first non-bleeding injury timeout. After the timeout, Wrestler B is given choice of position to begin the sudden-victory period and chooses the bottom or defensive position. Wrestler A rides Wrestler B for the entire one-minute sudden-victory period. Does Wrestler A receive a point for one minute of net riding time over his opponent and, therefore, win the match?

RULING: Yes. One minute or more of net time advantage earns the offensive wrestler one point.

(Rules 3.16.1 and 3.17.1)

A.R. 3-13. At the end of the regulation match the score is tied with neither wrestler having scored points. At the end of the first sudden-victory period the score remains tied at zero. The end of the first round of tiebreaker periods finds each wrestler has earned an escape, making the score 1-1 with Wrestler A gaining five seconds net time advantage. Before the second sudden-victory period, Wrestler B takes a first non-bleeding injury timeout. Wrestler A selects the offensive position for the sudden-victory period and rides Wrestler B for 57 seconds when Wrestler B escapes. Since Wrestler A accumulated a combined time advantage of 1 minute and two seconds, should one point be awarded to Wrestler A, tying the match at 2-2?

RULING: No. Wrestler B shall be declared the winner according to Rule 3.10.1. The wrestler who scores the first point(s) in the sudden-victory period shall win.

(Rule 3.16.2)

A.R. 3-14. Between regulation periods and the beginning of the sudden-victory period, Wrestler A is charged with a first non-bleeding injury timeout. At the start of the sudden-victory period, Wrestler B chooses top position and rides Wrestler A for 50 seconds, at which time Wrestler A escapes and is awarded a point. Does Wrestler A win the match?

RULING: Yes. The escape point terminates wrestling in a sudden-victory period.

(Rule 3.16.2)

A.R. 3-15. During the first tiebreaker period, Wrestler A rides Wrestler B for the entire 30-second period. Immediately after the first tiebreaker period, Wrestler B takes a second non-bleeding injury timeout. Before starting the second tiebreaker period, Wrestler A is awarded one point as it is Wrestler B's second non-bleeding injury timeout. Does Wrestler A win by having earned a point?

RULING: No. The second tiebreaker period will be wrestled with the wrestler scoring the most points during both tiebreaker periods declared the winner.

(Rule 3.16.3)

Executing the Second Round of Overtime

A.R. 3-16. Wrestler A takes top position at the beginning of the sudden-victory period because of a first non-bleeding injury timeout charged to the opponent between the regulation periods and sudden victory. Wrestler A rides the opponent for 31 seconds before being charged with a non-bleeding injury timeout. Wrestler B chooses neutral at the restart of the sudden-victory period and no scoring takes place for the remainder of the period. Does the 31 seconds of earned riding time carry over into the tiebreaker periods and add to the net riding time if needed to determine a winner after two complete overtimes end in a tie?

RULING: Yes. Earned riding time accrued during overtimes should be considered as a discriminator in deciding a winner after two overtime periods end in a tie.

(Rule 3.17.4)

Questioning Timing, Scoring or Rules Application

A.R. 3-17. What is the proper way to request the timing and/or scoring for a match be reviewed?

RULING: When the coach wishes to request a review of timing and/or scoring, they shall approach the scorer's table and indicate to the scorer they would like to have the match stopped for timing and scoring review. The individuals working the scorer's table will then notify the referee(s) to stop the bout. Once the bout is stopped and the referee approaches the score table, the coach may state their concern, and return to their appropriate corner so the scorer and the referee can execute the review. Once the review is completed, the referee shall indicate to each corner whether there was a change or no change in the score or time. The scorer's table will make the appropriate changes to the score clock.

(Rule 3.19.1)

Breaking Ties in Dual Meets and Team-Advancement Tournaments

A.R. 3-18. This example demonstrates the correct method to break ties.

	Team A	Team B
125 - Cochran (Team A) Decision, Chester (Team B), 6-3	3	0
133 - Jones (Team A) Major Decision, Smith (Team B), 10-2	7	0
141 - Hoopes (Team B) Decision, Scott (Team A), 7-4	7	3
149 - Howes (Team A) Fall, Morter (Team B), 4:23	13	3
157 - Letcher (Team B) Decision, Larrick (Team A) 10-3	13	6
165 - Painter (Team B) Major Decision, Gregg (Team A), 14-5	13	10
174 - Kwait (Team B) Technical Fall, Musgrave (Team A), 16-1	13	15
184 - Raber (Team A) Technical Fall, Lonsway (Team B), 18-2	18	15
197 - Pawlitz (Team A) Decision, Daniels (Team B), 8-6	21	15
285 - Lovejoy (Team B) Forfeit, (Team A)	21	21

RULING: Team B wins the dual meet via Rule 3.21c. See below for the details in determining this winner.

(1) Greater number of victories.

Note: Forfeits, defaults and disqualifications count toward total number of victories.

Team A	Team B
5	5

(Rule 3.21a)

(2) Combined total of falls, forfeits, defaults and disqualifications.

Team A	Team B
1	1

Team A (1): Fall @ 149 Team B (1): Forfeit @ 285

(Rule 3.21b)

(3) Total match points scored only from decisions, major decisions and technical falls.

Team A	Team B
55	60

Team B 22, Team A 21.

(Rule 3.21c)

Tournaments — Committee and Administration

A.R. 3-19. If a wrestler starts a match and the opponent injury defaults to them after 30 seconds, would this match be counted in the daily six-match limit?

RULING: Yes, all matches with the exception of forfeits and medical forfeits count toward the daily six-match limit.

(Rule 3.22.5)

A.R. 3-20. If two wrestlers agree they would like to waive the 30-minute mandatory rest during a tournament, are they allowed to go ahead and begin the match earlier?

RULING: No, the 30-minute rest between matches in tournaments is required in all instances.

(Rule 3.22.6)

A.R. 3-21. To begin a session of a tournament, Wrestler A fails to report within five minutes after being called by the tournament announcer as required by rule. How is the original time reference established?

RULING: A tournament official will direct the announcer to start the first match 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 3.22.10)

A.R. 3-22. Wrestler A fails to report to the specified mat within five minutes after being called by the tournament announcer. How should Wrestler A's failure to appear within the required five minutes be recorded?

RULING: Failure to appear shall be recorded as a forfeit.

(Rule 3.22.10)

Video Review

A.R. 3-23. If an event is utilizing a third-party video reviewer, can the referee on the mat request the third-party reviewer to consult on a referee video review?

RULING: No, third-party video reviewers may only execute video reviews on coach requested challenges. The third-party reviewer may not request, nor be asked, to participate in a referee initiated review.

(Rule 3.13.3)

A.R. 3-24. Video review rules now require a red and green foam brick with dimensions not to exceed 8" x 5" x 5". How strict should we be in regard to the dimensions indicated in the rules book?

RULING: The rules committee is not interested in penalizing institutions who are off slightly from the suggested dimensions. However, the bricks should adhere as closely as possible to the stated dimensions. There is no flexibility on the fact that the bricks should be made of a foam material and that one should be red and one green.

(Rule 3.13.5)

A.R. 3-25. What happens if the referee arrives and realizes the institution has no bricks whatsoever, or the bricks dimensions are excessively small/large, or are not made of foam?

RULING: The referee should notify the hosting institution/organization to allow them to correct the deficiency. If the deficiency is not corrected by the start of the meet, video review shall not be allowed.

(Rule 3.13.5)

A.R. 3-26. If an institution utilizes a third-party video reviewer, who does the coach explain the review to after throwing the brick and the match is stopped?

RULING: The coach will explain the review to the third-party reviewer. The referee on the mat may listen to this request but shall not participate in the review itself. After the third-party review is completed, the referee on the mat is informed of the results and will announce the results, and ensure the match is restarted properly.

(Rule 3.13.9d)

A.R. 3-27. If an event is utilizing a third-party video reviewer, who decides whether a coach requested video review has been timely requested?

RULING: Video review rules require the coach to immediately throw the brick on a video review challenge. Per Rule 3.13.9f, it is the referee (not the third-party reviewer) who makes the determination on whether the coach delayed throwing the foam brick onto the mat. If the referee believes the coach delayed in requesting the video review challenge, the referee can deny the request. If a referee denies a video review request because of timeliness, the institution will still be charged for using a video review timeout.

(Rule 3.13.9f)

Daily Match Limit

A.R. 3-28. How are matches not contested because of the daily match limit to be recorded on brackets and in the Individual Season Record Form?

RULING: The rules book contains an inaccurate statement when it states, "Any match forfeited because of the match limit..." Matches not competed because of the daily match limit are not forfeited, but rather, listed as No Contest (abbreviation NC). Example: If Wrestler A in a pairing on the bracket is unable to compete in a match because it would be their seventh match, but their competitor, Wrestler B, is allowed to compete because he has not yet reached the daily match limit, Wrestler B would advance in the bracket via no contest. Wrestlers advancing in a bracket via no contest do not receive any advancement or bonus points, but may receive placement points that have been earned.

(Rule 3.22.5)

Tournaments — Committee and Administration

A.R. 3-29. If both wrestlers agree to waive the mandatory 30-minute rest period, during a tournament, can the match be started early?

RULING: No. The mandatory 30-minute rest period between matches may not be waived for any reason.

(Rule 3.22.17)

Control of Mat Area

A.R. 3-30. What happens if a referee needs to enter the reserved zone in order to officiate the match?

RULING: If a referee needs to enter the team personnel's reserved zone in order to officiate the match, it is team personnel and team members responsibility to avoid touching or interfering with the referee. If any member of the team or team personnel interferes or touches the referee while the referee is in the reserved zone officiating the match, they will be called for a control of mat violation (at a minimum). Any individual egregiously interfering with the referee's ability to call the match may also be called for an unsportsmanlike conduct or even a flagrant misconduct violation. The referee has full authority to determine which of the three violations is appropriate (control of mat violation, unsportsmanlike conduct violation or a flagrant misconduct violation).

(Rule 3.22.17)

Correction of Error

A.R. 3-31. Rule 3.18.2 states the deadline for correcting an individual match error for the last match of a dual meet is when the referee signs the scorebook. When there is not a physical scorebook to sign, when is the last match considered final?

RULING: When electronic scoring is used, the last match of a dual meet is final once the referee approaches the table after the last match

has concluded and confirms with the scorer the final outcome of the meet.

(Rules 3.18.2 and 3.18.3)

Mat-Side Video REview

A.R. 3-32. When the coach throw the brick onto the mat to request a video review, who are they trying to alert - the scorer or the referee?

RULING: The purpose of the brick is to alert the referee. It is very important to throw the brick away from the wrestlers, but still into the center of mat so the referee can see a video review is being requested.

(Rule 3.13.9d)

RULE 4

Scoring Meets and Matches

Neutral Danger Zone

A.R. 4-1. If a wrestler is in the neutral danger zone and the referee begins issuing the neutral danger signal (NDS), and the wrestler in the danger zone immediately rolls out of the danger zone and then back into the danger zone, would a new danger signal be issued?

RULING: Yes, anytime a wrestler moves out of the neutral danger zone (NDZ), the danger signal stops and should be restarted, if the wrestler re-enters the danger zone. If, however, the referee has started the NDS and the wrestler is flopping around within the danger zone, the signal should continue.

(Rule 4.2.3)

A.R. 4-2. Is a wrestler able to score near fall points while holding his opponent in the neutral danger zone?

RULING: No, near fall may only be scored once a takedown is awarded. By rule, the NDZ and the NDS are only applicable when in the neutral position.

(Rules 4.2.3 and 4.2.4)

A.R. 4-3. If two wrestlers are tangled up in the neutral position and unable to progress, and one of those wrestlers is in the NDZ, would a stalemate be called?

RULING: No, regardless of whether a wrestler is unwilling or unable to get out of the NDZ, a takedown will be awarded to the other wrestler if the opponent is still in the NDZ at the completion of the danger signal.

(Rule 4.2.3)

A.R. 4-4. Is the referee required to do a verbal and visual count when executing the neutral danger signal?

RULING: No, the referee is only required to issue a verbal announcement; they are not prohibited from executing a visual count but it is not required by the rule.

(Rule 4.2.4)

Near Fall

A.R. 4-5. In a neutral position, Wrestler A takes Wrestler B down to the mat with part of Wrestler A's body remaining in bounds but with Wrestler B's pinning area in contact with the mat outside the out-of-bounds line. The referee awards a takedown since part of Wrestler A is in bounds. After a second on

his back, Wrestler B calls for a bleeding timeout. Should the referee award an additional two points for an imminent near fall?

RULING: Yes. Although not in the wrestling area, Wrestler B's pinning area was exposed to the mat so near-fall points could have been awarded. Additional near-fall points can be awarded, as the near fall was imminent.

(Rule 4.5.7)

A.R. 4-6. 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. Should the referee award a two-point near fall for imminent near-fall?

RULING: The purpose of Rule 4.5.7 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 2.2.10 on potentially dangerous allows the referee to stop the action if they determine there is the potential for injury. When potentially dangerous stoppages occur, no imminent points are awarded.

(Rule 4.5.7)

A.R. 4-7. Wrestler A has Wrestler B in a pinning situation and a near-fall criterion is met, after which Wrestler B suffers a bleeding injury and timeout is called. In this situation, when can a four-point near fall be awarded?

RULING: A four-point near fall is awarded when criterion for a two-point near fall is met before Wrestler B is injured.

(Rule 4.5.8)

A.R. 4-8. Wrestler A has Wrestler B in a pinning situation and the criteria for a four-point near fall have been met, after which Wrestler B suffers a bleeding injury. Should a four-point near fall be awarded?

RULING: No. A five-point near fall is awarded when the criteria for a four-point near fall is met before Wrestler B's injury.

(Rule 4.5.9)

A.R. 4-9. Wrestler A uses a Granby roll for a reversal and meets near-fall criteria for a four-point near fall when Wrestler B applies an illegal head scissors. The situation is not allowed to continue since in the referee's opinion the situation is unsafe. Would the referee award two points for the reversal, five points for the near fall and one point for an illegal hold?

RULING: Yes. A five-point near fall would be awarded since the illegal action caused a match stoppage.

(Rule 4.5.9)

A.R. 4-10. Wrestler A uses a Granby roll for a reversal and meets near-fall criteria for a four-point near fall when Wrestler B applies an illegal head scissors. The situation is allowed to continue since the referee feels the situation is not unsafe and the buzzer sounds to end the period. Would the referee award two

points for the reversal, four points for the near fall and one point for the illegal hold?

RULING: Yes. Since the illegal hold did not require a match stoppage, Wrestler A is awarded only a four-point near fall and one point for the illegal hold.

(Rule 4.5.10)

A.R. 4-11. Wrestler A is the defensive wrestler. At the 3:45 minute mark in the match, Wrestler A is charged with a first non-bleeding injury timeout. After the injury timeout ends, Wrestler B is given the choice of position by the referee and chooses the defensive position. How is this recorded on the match scoresheet?

RULING: In Wrestler A's row on the sheet in the second period, the scorer uses the abbreviation INJ(1)3:45 and follows it by an arrow indicating Wrestler A's new starting position. In this case, use an arrow with its head pointing upward. INJ(1)3:45↑. If Wrestler B chose the neutral position, it would be recorded INJ(1)3:45↔.

(Rule 4.10)

Neutral Danger Zone

A.R. 4-12. Wrestler A and Wrestler B are scrambling in the neutral position with ankle locks on each other. Wrestler A comes up slightly and puts Wrestler B in the neutral danger zone (NDZ). After the three count, Wrestler A is awarded a takedown. After the takedown, Wrestler B scrambles and puts Wrestler A in the same situation. Since it is the same situation, would Wrestler B be awarded a reversal?

RULING: The rules currently only prescribe what takedown control is in two instances: The hand touch takedown and the neutral danger zone takedown. In all other scoring situations, the referee is charged with determining whether control has been established, lost or changed. In this example, the initial takedown was awarded utilizing one of the two prescribed methods (NDZ rule). After the takedown was awarded and Wrestler B put his opponent into the same situation, it would be up to the referee to determine if an escape or a reversal should be awarded. Since escapes, reversals, and traditional takedowns do not have a prescribed method for determining control (or loss or change of control), the awarding of points in the situation is not automatic and not situationally dependent but rather up to the judgment of the referee.

(Rule 4.2.3)

A.R. 4-13. Wrestler A hits Wrestler B with a Peterson roll and sits him to his butt. While making an adjustment to get the takedown and near fall, wrestler A puts himself at 60 degrees and gives up a danger takedown. In this situation by rule, the referee will award a takedown to Wrestler B even though he is on his butt locked up in a Peterson roll and about to get scored on.

RULING: The neutral danger zone rule utilizes near fall criteria and substitutes 90 degrees for 45 degrees. Also, if a wrestler's body is in between the shoulder blades and the mat then near fall criteria is

not established (not within four inches of the mat). If in fact after executing this Peterson roll the referee did believe wrestler A was in the danger zone, he would warn him of that by issuing the neutral danger signal (NDS). This announcement of "danger" indicates that he needs to progress immediately out of this situation. If he hears the danger signal and subsequently cannot secure the traditional takedown, or get himself out of the danger zone, then he must be restrained in that situation and a takedown would be awarded to Wrestler B. If after that takedown is awarded, additional scoring action occurs it would be awarded appropriately.

(Rule 4.2.3)

A.R. 4-14. When a wrestler has met the criteria for neutral danger zone (danger green), the wrestler with the green leg band screams, "What is the call"? Takedown red, injury time green or choice red?

RULING: For the purposes of Rule 2.2.4 on imminent scoring, the issuance of a neutral danger signal (NDS) will not impact the application of points that should be awarded when an opponent indicates injury and scoring was imminent. Regardless of whether the referee is watching a traditional takedown take place or if they are issuing a NDS, when a wrestler indicates injury by yelling out, the referee will ask themselves if scoring was imminent. If scoring was imminent, then the points should be awarded, if scoring was not imminent points should not be awarded.

(Rule 4.2.4)

RULE 5

Infractions

Assessing Match Penalties

A.R. 5-1. Wrestler A is being reversed by Wrestler B. During the reversal, Wrestler A, who is not in a standing position, 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. 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: Yes, the fall stands. During locked hands call, if the defensive wrestler is successful with the escape or reversal, the match shall not be stopped to award points.

(Rule 5.1.2c)

A.R. 5-2. Wrestler A uses a Granby roll for a reversal and meets a near-fall criterion, when Wrestler B applies an illegal head scissors. Should the referee stop the match and award the applicable points?

RULING: No. Rule 5.1.2f states that wrestling may continue even though an illegal hold has been applied, unless stoppage becomes necessary to prevent injury.

(Rule 5.1.2f)

Unsportsmanlike Conduct

A.R. 5-3. May a wrestler be disqualified during a match for unsportsmanlike conduct?

RULING: Yes. During a match, the first unsportsmanlike conduct call on Wrestler A warrants match point(s) being awarded to Wrestler B. If Wrestler A receives a second unsportsmanlike conduct call within the match, they would be disqualified.

(Rule 5.2.4)

A.R. 5-4. If a wrestler receives an unsportsmanlike conduct violation in the second period of a match and then subsequently receives a second unsportsmanlike conduct violation immediately after the third period concludes, would this wrestler be disqualified?

RULING: No, per rule a wrestler is only disqualified for unsportsmanlike conduct when the violations are received within the match itself (start of match to the end of the third period or after a fall, technical fall, default or disqualification). When time expired

in the third period, it immediately went into the postmatch period which has its own penalty sequence on the penalty table.

(Rule 5.2.4)

Flagrant Misconduct

A.R. 5-5. 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. What is the penalty and what effect does it have on the match?

RULING: Flagrant misconduct by the winner during the post-match period shall result in Wrestler A being disqualified, the deduction of one team point, the removal of the disqualified wrestler from the premises and Wrestler B being declared the winner.

(Rules 5.5.2 and 5.5.3)

A.R. 5-6. During the 165-pound match, the referee calls Wrestler A for flagrant misconduct and Wrestler A is disqualified. After the meet ends (that is, after four subsequent matches) the coach of Wrestler A persuades the referee to reverse his call of flagrant misconduct in the 165-pound match, and reduce it to unsportsmanlike conduct. The referee agrees and informs the table, but not Wrestler B's coach. Can the referee reverse his earlier call?

RULING: No. Once a flagrant misconduct violation has been assessed, it shall not be changed after the subsequent match begins in a dual meet and once the bout sheet leaves the table in a tournament.

(Rule 5.5.8)

Illegal Holds

A.R. 5-7. Wrestler A lifts Wrestler B into the air. While in the air, time expires in the third period and Wrestler B continues bringing Wrestler A to the mat with unnecessary force. 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 conduct or flagrant misconduct, if the referee deems Wrestler A's action to be out of disgust or with the intent to injure Wrestler B.

(Rule 5.6.3)

Stalling

A.R. 5-8. Defensive Wrestler A, who is attempting to escape, cuts back and faces Wrestler B while going completely out of bounds. Wrestler B is entirely in bounds. The referee awards an escape to Wrestler A. Should the referee use the neutral out of bounds stalling rule to call a stalling violation on Wrestler A for going out of bounds?

RULING: No. Rule 5.7.5 does not apply when the referee awards an escape for loss of control on the out of bounds line, or if the wrestler who escapes is partially out of bounds when the escape point is awarded. A neutral out of bounds stalling call would only apply if the wrestler

secured the escape in bounds and was balanced and positioned within the competition circle and then backed out of bounds.

(Rule 5.7.5)

A.R. 5-9. How do you determine who was stalling when two wrestlers go out of bounds in the neutral position?

RULING: If Wrestler A is pursuing Wrestler B to compete, and Wrestler B backs out of bounds with minimal to no effort to circle back into the competition area, Wrestler B is considered stalling. The threshold of minimal to no effort applies in all standing neutral wrestling situations, regardless of the hold or lack of a hold one wrestler has on another; any wrestler on the out of bounds line must make substantial effort to circle back into the competition area. If both wrestlers are straddling the out of bounds line and they go out of bounds simultaneously, then they are equally responsible for not circling back into the competition area and they will both be called for out of bounds neutral stalling. The neutral position stalling criteria applies after the referee awards an escape point. However, an escape that is awarded and is immediately followed by an out of bounds call will not warrant a stalling call.

(Rule 5.7.5a)

A.R. 5-10. How do you determine if a wrestler was pushing the opponent out of bounds or just wrestling aggressively?

RULING: If Wrestler A is on or near the out of bounds line and actively trying to circle into the competition area, and Wrestler A is met by his opponent, Wrestler B, who is pushing, simply to impede, inhibit or block Wrestler A's attempts to circle in bounds, and this pushing action results in an out of bounds call, then this is considered neutral out of bounds stalling by pushing on opponent (B). Out of bounds stalling by pushing can occur in any wrestling hold or position in which the wrestlers are in the standing neutral position.

(Rule 5.7.5b)

A.R. 5-11. How do you determine if a wrestler was pulling the opponent out of bounds?

RULING: Pulling an opponent out of bounds to avoid being scored on, and/or to unnecessarily force a restart, is considered neutral out of bounds stalling by pushing. Out of bounds stalling by pulling can occur in any wrestling hold or position in which the athletes are in the standing neutral position.

(Rule 5.7.5b)

A.R. 5-12. How are you able to identify if wrestling action is taking place?

RULING: Action calls are indicated when there is aggressive wrestling by both wrestlers with the out of bounds line playing little to no role in the wrestlers' actions or decisions. Wrestlers actively executing a wrestling maneuver, or working aggressively to score or not be scored on, characterize aggressive wrestling.

(Rule 5.7.5c)

A.R. 5-13. Does the verbal and visual count for indicating an offensive wrestler is utilizing a drop-down technique continue when both wrestlers rise to the rear standing position?

RULING: No. The mandatory verbal and visual count occurs when one or both wrestlers are down on the mat. If both wrestlers rise to the rear standing position, the mandatory count stops; however, at this point, the offensive wrestler is required by rule to make an attempt to return the defensive wrestler back to the mat.

(Rules 5.7.12 and 5.7.15d)

A.R. 5-14. Is it a mandatory stall call when a wrestler kicks out from a lower leg hold?

RULING: No. A wrestler who stays in bounds while kicking out of a lower leg hold in either the neutral or down position, should not be called for stalling unless the referee believes Rule 5.7.1 (avoiding wrestling as an offensive or defensive strategy) applies. If, however, a kick out by a wrestler results in an out of bounds call being made by the referee, then the wrestler kicking out shall be called for stalling

(Rule 5.7.8)

A.R. 5-15. During the tiebreaker period(s), the offensive wrestler applies a hold meant to prevent the defensive wrestler from escaping by locking both arms around the lower leg. Should the referee call a stalemate or stalling?

RULING: The referee shall, after a five-second verbal and visual count, call stalling on the offensive wrestler. If the offensive wrestler improves his position before the five count is reached, then no stalling call is made.

(Rule 5.7.12)

A.R. 5-16. In referee position, the offensive wrestler moves both hands down below the buttocks of the defensive wrestler onto one or both leg(s). After the referee has started his verbal and visual five-second count, the offensive wrestler moves their hands back up above the defensive wrestler's buttocks before the referee reaches the fifth count, the offensive wrestler waits to hear the referee stop his count and then he immediately positions both hands back down below the buttocks.

RULING: If the offensive wrestler attempts a series of dropping down below the buttocks, moving back up and quickly attempting to initiate action and then dropping back down below the buttocks and moving up above the buttocks again, the referee has the option to determine that this is a stalling tactic and can immediately call the offensive wrestler for stalling.

(Rule 5.7.12)

A.R. 5-17. In referee position, the offensive wrestler moves one or both hands down below the buttocks and onto the ankle of the defensive wrestler. The defensive wrestler then pushes the head of the offensive wrestler down toward the mat and ankle and holds the head in that position so the offensive wrestler is unable to move up. Does the referee continue to count the five-second count.

RULING: Yes. When an offensive wrestler initiates the action and executes a drop-down technique, they bear the responsibility to work themselves back up above the waist prior to the stalling violation been issued.

(Rule 5.7.12)

A.R. 5-18. In referee position, the wrestlers are in a scramble situation. The defensive wrestler initiates the action by moving one or both hands down below the buttocks of the offensive wrestler onto one or both leg(s). The offensive wrestler's only counter is to move one or both hands down below the buttocks of the defensive wrestler onto one or both leg(s). Does the referee begin a five-second count on the offensive wrestler?

RULING: No, the referee would not begin a five-second count on the offensive wrestler as the defensive wrestler initiated the action by dropping down below the offensive wrestler's buttocks first, and the only option for the offensive wrestler was to secure one or both his hands down below the buttocks of the defensive wrestler onto one or both leg(s). The referee shall allow wrestling action to continue as the wrestlers work to improve their position, or until neither wrestler can improve his position, at which time the referee may call a stalemate.

(Rule 5.7.12)

A.R. 5-19. In referee position, the offensive wrestler moves one or both hands down below the buttocks of the defensive wrestler onto one or both leg(s). The referee has started his verbal and visual five-second count when the offensive wrestler moves both hands up above the buttocks, at which point the referee stops his count. The offensive wrestler then applies a side headlock to the defensive wrestler.

RULING: In this situation, the offensive wrestler has moved back up above the buttocks, and the referee has stopped his count. When the offensive wrestler applies the side headlock to the defensive wrestler, the referee shall begin a new five-second count.

(Rules 5.7.12 and 5.7.14)

A.R. 5-20. In the neutral position, Wrestler A takes Wrestler B down from behind. Wrestler A finishes the takedown with both hands wrapped around the ankles of Wrestler B and does not immediately work up to above the buttocks. Does the referee immediately begin his five-second count?

RULING: No, the referee is required to give the offensive wrestler an opportunity to work up from the position before starting a mandatory count.

(Rule 5.7.12)

A.R. 5-21. Does the verbal and visual count stop when the offensive wrestler drops down to the defensive wrestler's lower leg(s) and then rises to standing position and the defensive wrestler stays down on the mat?

RULING: No. If the defensive wrestler does not come up to the standing position, the count continues.

(Rule 5.7.12)

A.R. 5-22. In the neutral position, Wrestler A shoots a high-crotch on Wrestler B. Wrestler B cracks down onto his hip and locks his hands around the buttocks of Wrestler A. Wrestler A is awarded the takedown after securing his arms around both legs of Wrestler B. Wrestler B is able to block Wrestler A from moving his hand(s) up around the buttocks of Wrestler B. Does the referee begin the five-second count for Wrestler A?

RULING: No, in this situation Wrestler A has secured the takedown but wrestler B is blocking him from moving up above the buttocks. Therefore, the referee shall call a stalemate and restart the wrestlers in the center of the mat.

(Rule 5.7.12)

A.R. 5-23. If a wrestler is awarded a takedown and then moves into a hand-turk situation (bottom leg cradle), should a verbal and visual count occur?

RULING: No, the hand-turk, or bottom leg cradle situation, is not a position in which the mandatory count should be utilized or continued. Referees should allow this action to continue and if it becomes apparent the wrestler is using the technique as a stalling tactic, then the wrestler can be called for stalling using Rule 5.7.1.

(Rule 5.7.12)

A.R. 5-24. When using the waist and ankle ride, can the offensive wrestler continue to hang onto the ankle once the defensive wrestler is broken down to the mat?

RULING: Unless the offensive wrestler is using the lower leg to execute a pinning or turning combination, the offensive wrestler must release the hold after breaking the defensive wrestler down to the mat.

(Rule 5.7.13)

A.R. 5-25. Should wrestlers who go to the lower leg when utilizing a drape ride or cross body ride receive a mandatory verbal and visual count?

RULING: No, the drape ride or a cross body ride, where the wrestler is grasping the ankle but the top hand is near the neck or in a cross face position, do not require a mandatory count. In these two situations, referees are able to utilize Rule 5.7 to call the offensive wrestler for stalling, if warranted.

(Rule 5.7.13)

A.R. 5-26. Should an offensive wrestler who brings one hand to the opponent's waist and with the other hand reach between the legs of their opponent to secure their wrist receive a mandatory count for executing a drop down?

RULING: No, if the offensive wrestler has one arm around the waist and the other arm through the crotch of the defensive wrestler, and has a clear grasp on the defensive wrestler's wrist (ball and chain type technique), a mandatory count is not required.

(Rule 5.7.13)

A.R. 5-27. Can the offensive wrestler grasp and release the waist and ankle ride repeatedly to avoid receiving a stalling warning?

RULING: No, gaming the rule by releasing and immediately re-grasping the ankle after the count is stopped can result in an immediate stall call by the referee.

(Rule 5.7.13)

A.R. 5-28. Do you have to restart the count when a wrestler goes immediately from a waist an ankle to a drop-down, or vice versa?

RULING: No, neither a waist and ankle ride that turns into a drop-down position nor a drop-down position that turns into a waist and ankle ride require a restart of the referees mandatory count.

(Rule 5.7.13)

A.R. 5-29. In referee position, the offensive wrestler has a leg ride and side headlock secured. Can the referee call the offensive wrestler for stalling if they repeatedly release and reapply the side headlock, never allowing the referee to reach the 5th count?

RULING: Yes. When the wrestler repeatedly releases and re-grasps the side headlock in order to avoid a 5th count, the referee can immediately call the offensive wrestler for stalling.

(Rule 5.7.14)

A.R. 5-30. If Wrestler A is in the offensive position and places a side headlock on Wrestler B, should the mandatory verbal and visual count continue if both wrestlers rise to the rear standing position?

RULING: No. Once Wrestler A and Wrestler B rise to the rear standing position the referee shall stop his count. Additionally, if Wrestler A places a side headlock on Wrestler B while in the rear standing position a count shall not start while in the standing position. Once in the rear standing position, Wrestler A is required to make an effort to return Wrestler B to the mat or risk being called for stalling using Rule 5.7.15d. However, if a side headlock is applied while in the rear standing position and both wrestlers return to the mat, then a count shall immediately begin.

(Rules 5.7.14 and 5.7.15d)

A.R. 5-31. Wrestler A is in the offensive position and places a side headlock on Wrestler B that encircles the head and arm of his opponent but closes the loop of the side headlock by using his opponent's wrist. Would this be considered a side headlock and receive a mandatory count?

RULING: Yes. Wrestlers may not use their opponent's wrist to close the circle on a side headlock. This technique would require a mandatory count.

(Rules 5.7.14)

A.R. 5-32. The defensive wrestler stands and controls the offensive wrestler's hands. The offensive wrestler makes several attempts to bring the defensive wrestler to the mat, but is unable to do so. Should the offensive wrestler be called for stalling?

RULING: No, the offensive wrestler shall not be called for stalling in this situation because the offensive wrestler is aggressively attempting to return the defensive wrestler to the mat.

(Rule 5.7.15d)

A.R. 5-33. If Wrestler A is in the offensive rear standing position with Wrestler B, and Wrestler A has a leg ride in on Wrestler B, is Wrestler A obligated to make an attempt to return Wrestler B to the mat?

RULING: Yes, regardless of the situation Wrestler A finds themselves in, they must make an attempt to return their opponent to the mat or risk being called for stalling.

(Rule 5.7.15d)

Interlocking Fingers in Neutral Position

A.R. 5-34. (1) Is grasping all four fingers together in the neutral position considered interlocking fingers? (2) Additionally, do both wrestlers get a warning before they are charged with an interlocking fingers violation?(3) Finally, how exactly should the stall call be made when the 2nd incidence of interlocking fingers occurs?

RULING: (1) Interlocking fingers is described as: the fingers, of either one or both hand(s), of each wrestler laced alternately with the opponent's fingers. One wrestler grasping all four of the opponent's fingers together is not considered interlocking fingers violation. (2) When a referee calls stalemate for the first instance of interlocking fingers, this stalemate is alerting both wrestlers that the next instance of interlocking fingers, as determined by the referee, will be called stalling. (3) If/when a second occurrence of interlocking fingers occurs, the match shall be stopped and the referee will call the appropriate person(s) for stalling. If it is apparent to the referee that both athletes are equally responsible for the interlocking fingers, they can call stalling on both athletes. *Note:* This is the only time a match is stopped in the neutral position to make a stalling call.

(Rule 5.8.1)

A.R. 5-35. If the referee sees interlocking fingers, should they stop the match instantly to make the stalemate/warning call and/or the stalling call?

RULING: The referee can provide for reaction time in calling interlocking fingers. However, if it is clear one or both of the wrestlers is/are continually interlocking and releasing repeatedly, and/or they interlock fingers and hold that position beyond a reaction time, as determined by the referee, then the referee should stop the match immediately and make the appropriate call. If the wrestlers continually interlock fingers and release them (even if released within reaction time) this should be penalized as stalling.

(Rule 5.8.1)

Interlocking Hands

A.R. 5-36. Wrestler A is on the bottom, stands up to both feet 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. Should Wrestler B be called for locked hands?

RULING: No. The defensive wrestler was supported by both feet only, which allows the offensive wrestler to lock hands and execute a mat return.

(Rule 5.8.2)

A.R. 5-37. 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. Is this considered a technical violation for locked hands?

RULING: Yes. 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.

(Rule 5.8.2)

Leaving Mat Without Permission

A.R. 5-38. The referee is asked to come to the scorer's table 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. What is the ruling?

RULING: The wrestler would be penalized for a technical violation of leaving the mat without permission.

(Rule 5.8.5)

Figure-Four Scissors

A.R. 5-39. 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.

(Rule 5.8.9)

Penalty Table

A.R. 5-40. Wrestler A is injured by a technical violation (for example, locked hands or figure-four body scissors) and cannot continue the match. 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 flagrant misconduct instead of a technical violation.

(Penalty Table)

Flagrant Misconduct

A.R. 5-41. Are wrestlers serving a suspension for a flagrant misconduct violation allowed to sit on the team bench during the competition in which they are suspended from?

RULING: No. Wrestlers suspended from competition because of a flagrant misconduct violation shall not sit on the team bench during dual meets. Wrestlers serving a suspension from a tournament shall not be allowed on the tournament floor.

(Rule 5.5)

RULE 6

Injuries, Timeouts and Match Stoppages

Possible Presence of Injury

A.R. 6-1. Wrestler A receives a neck injury. The referee will not allow Wrestler A to continue until receiving a physician's or certified athletic trainer's approval. Both are in the arena; however, it is obvious that neither one will reach the mat area to grant approval before the 1½ minutes of injury time expire. Does Wrestler B win by default?

RULING: No. Once the injured wrestler claims to be recovered, the referee may take an official timeout until the physician or certified athletic trainer has time to evaluate the injured wrestler.

(Rule 6.1.5)

Injury Timeout Assessment Requirement

A.R. 6-2. A wrestler vomits during a match. Is the referee correct in charging a non-bleeding injury timeout to the ill wrestler?

RULING: Yes, Rule 6.1.6 states, with the exception of Rule 6.1.5, when wrestling action is stopped for a non-bleeding injury assessment, an injury timeout shall be assessed.

(Rule 6.1.6)

Non-Bleeding Injury Timeout

A.R. 6-3. What state of readiness should the injured 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.

(Rule 6.1.7)

First Non-Bleeding Injury Timeout

A.R. 6-4. If the first non-bleeding injury timeout is taken by Wrestler A between the end of the third period and the beginning of the sudden-victory period, Rule 6.1.14 states that Wrestler B will have the choice of top, bottom or neutral at the beginning of the sudden-victory period. Wrestler B chooses the top position and rides Wrestler A for the entire one-minute sudden-victory period. Does Wrestler B win the match?

RULING: Yes. Wrestler B has accrued one minute of time advantage and is awarded one point. (See Rule 4.5.1.)

(Rule 6.1.14)

A.R. 6-5. Wrestler A takes a first non-bleeding timeout between the first and second tiebreaker periods. Wrestler B had a choice of positions in the first tiebreaker period. Does Wrestler B have choice again as Wrestler A has taken his or her first non-bleeding timeout?

RULING: Yes.

(Rule 6.1.14)

A.R. 6-6. Wrestler A takes top position at the beginning of the sudden-victory period because of a first non-bleeding injury timeout charged to the opponent between the regulation periods and sudden victory, and rides the opponent for 31 seconds before being charged with a non-bleeding injury timeout. Does Wrestler B have choice at the restart?

RULING: Yes.

(Rule 6.1.14)

A.R. 6-7. Wrestler A takes a first non-bleeding injury timeout in the sudden-victory period of the second round of overtime, and at the restart, Wrestler B chooses the offensive position and accrues 20 seconds of riding time at the end of the sudden victory period. Does the 20 seconds carryover and possibly determine the winner?

RULING: Yes.

(Rule 6.1.14)

Second Non-Bleeding Timeout

A.R. 6-8. In a tiebreaker period, Wrestler A is charged with a second non-bleeding injury timeout. One point is awarded to Wrestler B. Does this terminate wrestling with Wrestler B declared the winner?

RULING: No. Both tiebreaker periods in a given round of overtime must be wrestled in their entirety to determine a winner, unless a default, disqualification, fall or technical fall was earned. (See Rule 3.16.4.)

(Rule 6.1.18)

Injury Timeouts

A.R. 6-9. Wrestler A takes his first non-bleeding injury timeout in the middle of period 1. When Wrestler A is ready to go, Wrestler B indicates he is injured and takes his first non-bleeding injury timeout. When wrestling is ready to resume, does either wrestler have choice of position or does wrestling resume as prior to the injuries?

RULING: When first and/or second injury timeouts are taken simultaneously, or the timeout is taken prior to wrestling resuming from the first timeout request, neither wrestler will receive choice or be penalized one point. However, all injury timeouts count towards

each individual wrestlers injury timeout limit. The first wrestler to take a third injury timeout will lose by injury default per Rule 6.1.21. (Rules 6.1.14, 6.1.18 and 6.1.21)

RULE 7

Referees and Other Personnel

Referee Jurisdiction, Control and Matters of Judgment

A.R. 7-1. During a match in a tournament, the referee and second referee are at the table with their backs to the wrestlers, who are at the center of the mat. One wrestler commits an unsportsmanlike act that is observed by a tournament referee not involved in the match. What should the nonworking referee do?

RULING: Similar to the proper mechanics used by a second referee, the nonworking referee shall inform the referee who is in control of the match, who shall render a decision. The match referee is responsible for the match, but other referees involved with the competition can offer assistance and report violations.

(Rule 7.2.2)

RULE 8

Weight Management

Weight Class Ascent/Descent Option

A.R. 8-1. A wrestler has been competing at 141 pounds. For the next competition, the wrestler weighs in at 148.6 pounds to compete at the 149 weight class, but ultimately does not end up competing. Can the wrestler return to 141 pounds for a competition two days later?

RULING: No, 149 pounds has become the wrestler's new certified weight class. The wrestler may return to 141 pounds but adhering to the mandatory maximum weight loss per week of 1.5 percent would take the wrestler longer than two days to be eligible for 141 pounds.

(Rule 8.3.8)

Weight Loss Descent Requirement

A.R. 8-2. Wrestler A's weight-loss plan form indicates that he or she can safely reach a lowest certified weight class of 149 pounds no earlier than November 20. Wrestler A enters an open tournament November 18, unattached, pays all expenses and does not use institutional wrestling equipment, weighs in at 149 pounds and competes. Do weight-management guidelines permit Wrestler A to wrestle 149 pounds before the date established by the weight-loss plan, even if Wrestler A does so individually without institutional assistance?

RULING: No. All rostered student-athletes must comply with all weight-management regulations. In addition, Wrestler A may be penalized for a weight-management violation for competing at a weight class prior to being eligible for that weight class per the weight loss descent plan.

(Rule 8.3.12)

RULE 9

Medical Exams, Weigh-Ins and ISRF

Weigh-Ins

A.R. 9-1. For a dual meet, Wrestler A weighs in at 141 pounds, but is slightly overweight. Is it permissible for Wrestler A to weigh in again after the heavyweight class in an attempt to make weight?

RULING: No. However, Wrestler A may step on and off the scale three times at the time of the weigh-in to assure the scale has been properly zeroed and/or allow for mechanical inconsistencies in the scale.

(Rule 9.2.11)

A.R. 9-2. At the time of the medical exam/weigh-in, Wrestler A is still working out in order to make weight. Can Wrestler A elect to bypass the skin check and weigh-in when wrestlers start stepping on the scales?

RULING: No. At the scheduled time for medical exams and weigh-ins, all wrestlers who wish to compete shall present themselves properly groomed, in a suitable undergarment and not be engaged in any weight loss activity. The penalty for not arriving at the medical exam/weigh-in area at the prescribed time is disqualification of the competitor.

(Rule 9.2.14)

Weigh-In Times

A.R. 9-3. Team A wrestles Team B at 7 p.m. Both teams compete earlier that day, Team A at noon and Team B at 1 p.m. At what time will the weigh-in take place?

RULING: All teams shall weigh in one hour before the starting time of the first match of the day. In this situation, the weigh-ins shall take place at 11 a.m.

(Rule 9.3.1)

1-Pound Weight Allowance

A.R. 9-4. If a wrestler weighs in with a 1-pound allowance for a dual meet, will the weight loss descent plan impact their ability to compete at that same weight class in a subsequent competition?

RULING: No, the Optimal Performance Calculator is calibrated such that the weight loss descent plan does not recalibrate whenever weight allowances are provided.

(Rule 9.3.2)

Individual Season Record Form (ISRF)

A.R. 9-5. A wrestler plans on redshirting, but wrestles in several open tournaments at the wrestler's own expense and using his or her own personal equipment. Later, the wrestler's coach changes the wrestler's status regarding redshirting, and the wrestler competes representing the institution. Should the matches in the early-season open tournaments be included on the wrestler's NCAA Individual Season Record Form?

RULING: Yes. Once the wrestler officially represents the institution, all of the matches wrestled during the season shall be included on the season record form.

(Rule 9.6)

A.R. 9-6. At an individual advancement tournament, several participants are eliminated in the early rounds of competition. The wrestlers' coaches agree to pair the wrestlers together to gain additional competition experience. Should the matches be recorded on the NCAA Individual Season Record Form if the matches are wrestled separately from the tournament?

RULING: Yes, per NCAA bylaw. Additional matches contested at, but not part of, the regularly scheduled dual or tournament competition matches against competitors from other institutions are considered exhibition matches and shall count on the NCAA Individual Season Record Form.

(Rule 9.6)

A.R. 9-7. At the conclusion of a dual meet or tournament competition, a coach decides to pair two of his wrestlers together to gain additional experience. Should the matches be recorded on the NCAA Individual Season Record Form?

RULING: No. Additional matches contested at, but not part of, the regularly scheduled dual or tournament competition matches against teammates are not considered exhibition matches and shall not count on the NCAA Individual Season Record Form.

(Rule 9.6)

Weigh-Ins

A.R. 9-8. If a wrestler violates Rule 9.2.14 by showing up late to medical exams or engaging in weight loss activities during medical exams, how is this violation executed?

RULING: The penalty for not reporting on time, or for engaging in weight loss activity after the reporting time, is disqualification*. A disqualification in a dual meet setting is carried out by the offending wrestler's coach, when the opposing coach has logged a complaint regarding a violation. In a tournament, a violation and subsequent disqualification is reported to and handled by the members of the

tournament committee. Complaints about violations not carried out properly should be reported to the Secretary-Rules Editor.

*Wrestlers who are flagged by the medical personnel executing skin checks for having facial hair that does not allow a proper skin evaluation shall be allowed to trim the facial hair prior to proceeding to weigh-ins. These wrestlers shall not be disqualified unless the trimming of the facial hair exceeds the length of time allowed to medically examine and weigh-in all other entrants.

(Rule 9.2.14)

Weigh-In Times

A.R. 9-9. Rule 9.3.1 says that when multiple teams compete on the same day at different times, all teams shall weigh-in one hour prior to the start of the first meet. Does this mean satellite weigh-ins are allowed for the team(s) competing during the second event of the day?

RULING: There are two answers to this question: (1) If participating teams are competing at different times on the same day and also at the same site, then all teams must weigh-in at the competition location together. (2) If the participating teams are competing on the same day at different times and also different locations then the team that is hosting the second event may weigh-in at their home institution if agreed upon in advance of the day of competition by the opposing team. At a minimum, the remote weigh-in would need to be executed by and agreed upon by person who is not a member of the coaching staff.

(Rule 9.3.1)

Appendixes

Appendix C

Tinea Infections (Ringworm)

A.R. App.-1. Does a tinea infection (ringworm) on an area of the body that is coverable require 72 hours of treatment before the wrestler is eligible to practice or compete?

RULING: No, ringworms in a coverable area are not required to have the 72 hours of treatment prior to competition or practice. To further clarify the rules regarding tinea infections, please use the following ruling: Item #1 in Appendix C under tinea infections is referring to diagnosed ringworm that is not in a coverable location. Wrestlers with these types of tinea infections must provide an NCAA Skin Evaluation and Participation Status form that indicates the diagnoses, and a minimum of 72 hours under treatment in order to compete (with the exception of tinea in the scalp which requires 2 weeks per #4). Appendix C #5 under tinea infections indicates that wrestlers with active tinea lesions are allowed to compete immediately, as long as the tinea infection can be covered with a non-permeable membrane and an NCAA Skin Evaluation and Participation Status form is submitted at skin checks. The determination as to whether an active lesion is in a coverable area is made by the physician or certified athletic trainer responsible for completing skin checks. Finally, it is important to note, these are the rules regarding tinea infections and clearing (or not clearing) skin checks for NCAA competitions; institutional team doctors may pursue a more conservative approach for their own student-athletes if they deem it medically indicated.

(Appendix C)

EACH YEAR, MORE THAN
480,000
NCAA STUDENT-ATHLETES

GAIN SKILLS TO
SUCCEED
ON THE FIELD, IN THE CLASSROOM

AND IN
LIFE.

