



Frequently Asked Rules Interpretations (FARI) 8-22-2018

Number	Situation	Rule
1	Cross-body ride and using the ankle	No mandatory count, normal stall if applicable
2	Drape ride, using ankle	No mandatory count, normal stall if applicable
3	Navy ride	No mandatory count, normal stall if applicable
4	Takedown and end with bottom leg-turk	No mandatory count, can use the move to turn Opn
5	Blood time	No time used, no choice given, can coach either wrestler
6	Injury TO	Injury time used and choice given to opponent
7	Concussion TO	No time used and no choice given to opponent, ever
8	Injury and Concussion TO	May coach non-injured wrestler only
9	Injury time stopped before medical personnel arrive	Charged injury TO, log 1 second used, opponent gets choice
10	Concussion evaluation	Ref. or Med. Pers. only, can request. Ref only can stop match, no time limit.
11	Bottom man attacks top man below buttocks first	When this occurs top man can go below buttocks & no count
12	Top wrestler voluntarily drops below buttocks and gets stuck	Mandatory count continues on top wrestler
13	Takedown (TD) scored and top man does not work up	Give time to work up and then start count
14	TD scored/immediate scramble gets top guy stuck	Stalemate
15	Interlocking fingers	Reaction time then warn and/or call stalling on offender(s)
16	Side-headlock, puts OPN on back but no criteria	No count, once OPN off back count starts immediately
17	Side headlock with OPN in criteria	No count
18	Side headlock from rear standing position	No count
19	Side-headlock, all other areas	Mandatory count
20	Neutral, minimal to no effort to circle in bounds	Stalling on person that backed out and failed to circle in
21	Neutral, shooting opponent out of bounds (OB) single events	Action
22	Neutral, shooting opponent OB multiple times	Stall, with existing rules on person backing to the line
23	Neutral, stopped shot in bounds, defender stabilizes and then backs out	Stalling on person backing out
24	Neutral, mirroring OPN on OB line, then shooting out.	Action Repeated episodes are stall on defender.
25	Neutral, mirroring OPN on line then pushing out	Stalling by pushing

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26	Neutral, kicking out	Automatic stalling by pulling if OB call is made, No OB call=no stall
27	Near-side cradle, all neutral positions	Takedown after OPN is broken to far hip beyond reaction time, or on mat and completely behind cradled leg beyond reaction time.
28	Rear standing hand touch takedown	Scores immediately, no reaction time required
29	Reaction time	Exists in all areas except hand touch TD and locked hands calls on mat
30	Coach called for control of mat area violation	Inform on bout sheet, verbally notify coach and deduct 1 team point, abbrev. -1 TP CMV against "team name"
31	Questioning a rules application violation	Indicate on bout sheet, head table tracks; W, W - 1Tpt for first and all subsequent violations.
32	Mandatory verbal/visual counts reviewable	Yes, but call does not have to be overturned if video shows referee couldn't have reached 5th count before period ends.
33	Flagrant misconduct DQ	DQ'd for entire event, -1 team pt, loss of all previous team pts, and out next event
34	All other "on the mat" athlete disqualifications	DQ'd from that, -1 team pt, retains all previous team pts, can compete in future rounds
35	Unsportsmanlike conduct call in post-match period on wrestlers	Signal call, verbally notify coach and head table then proceed with post match procedures.

Abbreviations:

OPN= opponent, TO= timeout, TD=takedown, OB= out of bounds, DQ= disqualification

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