



Dead Time Clarification

Rule 2.2.1 states:

Dead Time. When a referee call on the mat has been reversed or overturned, all wrestling action after that correction is considered dead time and shall be re-wrestled.

Clarification: The following violations are penalized throughout the entire match, including time that is considered dead time.

1. Flagrant misconduct
2. Unsportsmanlike conduct
3. Illegal holds
4. Unnecessary roughness violations

Example: With one minute remaining, Wrestler A is down on the mat in the offensive position and locks hands against Wrestler B. The referee does not see the technical violation and Wrestler B's coach throws the brick to request a challenge. Because of a scramble, the referee lets the action continue, but during the scramble Wrestler A executes a forceful slam on Wrestler B and the match is stopped with 40 seconds remaining in the first period.

In this example Wrestler B would be given recovery time and one match point because of the slam by Wrestler A. The rules then require the referee to execute the video review. After the review is complete the referee overturns the call and charges Wrestler A with locked hands and provides a penalty point to Wrestler B. Because the referee overturned the call on the mat, all wrestling action from the one minute mark must be re-wrestled; but, the illegal slam, recovery time and penalty point are still assessed.

If you have any questions please contact Chuck Barbee or Tim Shiels.