



## 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<br>Repeated episodes are stall on defender.                            |
| 25     | Neutral, mirroring OPN on line then pushing out                         | Stalling by pushing   |

**\*This is NOT a substitute for the detail outlined in the official NCAA Rules Book and all interpretations on the Center Mat website. This document is designed to provide the basic answer to frequently asked rules interpretation questions.**



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|    |  |   |
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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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