

MAJOR DIFFERENCES BETWEEN HIGH SCHOOL AND COLLEGE RULES

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HIGH SCHOOL

COLLEGE

MAT DIMENSIONS AND OUT OF BOUNDS RESPONSIBILITY

2.1.2
Minimum wrestling area shall be enclosed by a circle of 28 feet diameter. Surrounding and secured to the wrestling area of the mat shall be a safety mat approximately 5 feet wide. Mat area includes the mat and a space of at least 10 feet surrounding the mat and 10 feet from the scorer's table.

1.8
Minimum wrestling area shall be enclosed by a circle of 32 feet in diameter. Maximum area shall be enclosed by a circle with 42 feet diameter. There shall be a mat area a min. of 5 feet in width that extends entirely around the wrestling area. The matted apron around the wrestling area shall extend at least 5 feet between out of bounds lines, and when 2 mats are side-by side at least 5 feet from the out of bounds line and any obstruction such as a table, bleachers, or walls. See drawing on WR-11.

3.1.5
Responsibility lies with referee.

1.9
Responsibility to meet mat and surrounding facilities regulations do not lie with referee, but with home institution's game management personnel. The referee alerts the home institution's management personnel of any variance. Questions and / or disagreements to be resolved by the participating institutions' representatives.

MATS

2.1.3
A 10-foot circle is required in center of mat.

1.8
There is no requirement for a 10-foot circle in the center of mat.

NFHS recommends mats be cleaned with a disinfectant in a solution of 1:100 chlorine bleach and water.

1.11
Recommended that the mat(s) be cleaned and disinfected before all competitions and between rounds of a tournament. Also recommended that shoe cleaning and disinfecting mechanism be available before a wrestler or any other person steps onto the mat. When competition is held on a concrete or similar floor, an underlayment mat is recommended.

REPRESENTATION

1.4.3
No wrestler shall represent his school in more than 5 matches in any one day excluding forfeits.

No similar rule.

HIGH SCHOOL

WEIGHT CERTIFICATION AND REPRESENTATION

1.4.6

A wrestler who weighs in for one weight class may be shifted to a higher weight provided it is not more than one weight class above that for which his actual weight qualifies him. Also see 4.4.2. The exact weights of all contestants shall be recorded and submitted to the official scorer.

HEAVYWEIGHT CLASS

4.4.1 and 4.4.2

Contestants must weigh over 195 pounds to a maximum of 285 pounds

WRESTLER'S UNIFORM

4.1.2 and 4.1.5

Uniform to be worn as intended / designed by the manufacturer. No tape shall be worn on headgear, but a team logo is acceptable on headgear or uniform if not larger than 2 ¼ inches square. **Beginning with the 2014-15 season, the hair cover shall be attached to the headgear (See rule 4.2.1).**

Wrestlers may not wear or wristbands, sweatbands, bicep bands or jewelry during the match.

4.1.1.a

Essentially the same. An undershirt of a single solid color is allowed, unadorned with no more than 1 manufacturer logo/ trademark if sufficient reason is determined by the referee.

COLLEGE

1.4

A wrestler may weigh in at the established certified weight and compete at a higher weight classification. See below for heavyweights.

1.2 and 1.4

Contestants must weigh a minimum of 183 pounds to a max of 285 pounds.

1.12.1. and 1.12.2

A spandex/lycra-type T-shirt and shorts is an allowable uniform. The use of tape or decals on the headgear is prohibited. Clean fresh tape is permissible if used for medical purposes only.

1.13 No finger rings and/or jewelry is allowed. This would be considered special equipment (not required by rule) since they may prevent the opponent from applying normal holds and, therefore, are barred.

1.12.1.3

The only acceptable upper-body undergarment is a tight-fitting, short-sleeved unadorned T-shirt if sufficient reason is determined by the referee.

1.12.2

Team uniformity in clothing is required for dual meets and each session of a tournament. The match uniform worn by team participants must be identical in design and color. This does not apply to open and early-season tournaments.

HIGH SCHOOL

4.1.3

Shoes must be secured in an acceptable fashion and reach above the ankle.

4.5

Ear guards are required for all competitions.

4.2.1

Facial hair is allowed if covered with a legal facemask. If hair on head is as abrasive as an unshaven face, contestant must shave it or wear a legal hair cover. A bandana is NOT considered a legal hair cover.

Hair in the front shall not extend below the eyebrows.

10.1.2

Video taping or filming is authorized unless prohibited by the state high school association. Any video taping or filming for the purpose of reviewing during competition, however, is prohibited.

5.19.9

Once the offensive wrestler has assumed a legal starting position and is stationary, the referee shall verbally say "set" and then pause momentarily before starting the match.

5.11.5

COLLEGE

1.12.3

Any match delay or stoppage related to shoe laces shall be treated as delay of match. Shoes must reach above the ankle and be tightly secured.

1.12.4

A protective ear guard must be worn anytime live wrestling takes place including practice, all matches, and tournaments including open tournaments.

1.13

Contestants must be clean-shaven however a neatly trimmed mustache that does not extend below the lower lip is permissible. If hair is longer than allowed by rule, it may be braided or rolled if it is contained in a cover so that the hair rule is satisfied. A bandana is not considered a legal hair cover.

3.16.3 and 3.21

Mat side video may be used for duals, team advancement tournaments, and individual tournaments excluding open tournaments. A flagrant misconduct or unsportsmanlike violation called by the match referee should be reviewed by referee to confirm violation if the official mat-side video is available. All calls can be reviewed with the exception of falls. There will be one challenge available for each team for a dual meet including a team advancement tournament. Host institution determines the official video system before competition. If there is a technical issue with the video, the calls stand and coach RETAINS his challenge. If video is blocked, call stands and coach LOSES his challenge

2.1.1-2.1.3

When the defensive, offensive, or neutral wrestlers assume the starting position, the referee will say, "Set." and then pause momentarily before starting the match.

2.4

APPEARANCE

VIDEO TAPING

STARTING POSITION

FALL/NEAR FALL/IN BOUNDS

HIGH SCHOOL

A fall or near fall shall not be awarded unless any part of both shoulders or both scapulae are inbounds. The boundary line is considered in bounds.

COLLEGE

Near fall points may be earned or a fall called when the back is exposed to the mat in a pinning situation while any part of either wrestler is in bounds.

FALL/NEAR FALL

5.11.2..f.g.h and i.

If a near fall is imminent and the defensive wrestler is injured, or bleeding occurs, before the 2pt near fall criteria **of a 2 count** has been met, the match will be stopped and a 2 pt near fall awarded. If this happens after the 2 count and before the 5 count, a 3 pt near fall will be awarded. If this happens after the 5 second count, a 4 pt near fall will be awarded. If the defensive wrestler commits a technical violation, an illegal hold, an act of unnecessary roughness or unsportsmanlike conduct during a near fall situation **which cannot be corrected**, the match will be stopped and penalty points shall be awarded in addition to the near fall points as noted above.

2.9.4, 2.9.5, 2.9.6

Same as HS except for the 3pt NF to be awarded the referee has to just start the NF count, does not have to reach a 2 count, and does not have to stop the match for insignificant bleeding in a point scoring situation. If a wrestler is in a pinning situation, or the situation is imminent, and the defensive wrestler calls for a bleeding timeout, the offensive wrestler will be awarded 2 points if imminent, 3 points if the referee begins his count, and 4 points if the referee has reached a five count.

ASSESSING PENALTY POINTS IN NEAR FALL SITUATIONS

HIGH SCHOOL

5.11.h, 5.11.i and 8.2.1

The defensive wrestler is in a pinning situation and the offensive wrestler has earned 3 near fall points, and the defensive wrestler commits an illegal act that requires the referee to stop the match, the match shall be stopped and 5 pts will be awarded. Four points for the near fall and 1 pt for the illegal hold. If this is the second non-bleeding injury timeout, the opponent will also have choice of position of top, bottom, or neutral on the restart.

If in this situation and if the referee does not stop the match, the offensive wrestler will receive 3 points for the near fall and one point for the illegal hold or technical violation.

Same for a technical violation except that the referee will not stop the match.

5.25.3 and 5.6.1

Control must be established while the supporting points of either wrestler are in bounds, or while at least the feet of the scoring contestant finish down on the mat in bounds. Control defined as having restraining power over the opponent. As noted above, the boundary line is considered in bounds.

COLLEGE

2.9 In this situation the scoring is the same as in HS . If this happens and the referee stops the match for the first non-bleeding injury timeout, the opponent will also have choice of top, bottom, or neutral on the restart in addition to the 5 pts awarded. If it's the second non-bleeding injury timeout the non -injured wrestler will be awarded another 1 point.

5.8 If the defensive wrestler applies an illegal hold during a pinning situation, and the referee has counted to 5 but does not stop the match to prevent injury the offensive wrestler will be awarded 4 points only for the near fall. If the illegal hold causes the referee to stop the match to prevent injury the offensive wrestler would receive 4 pts for a near fall and 1 point for an illegal hold.

Referee does not stop the match for technical violations during scoring situations.

2.6

A TD shall be awarded when from a neutral position a contestant gains control by the taking the opponent down to the mat in bounds. (see below)

TAKEDOWNS

HIGH SCHOOL

COLLEGE

For the purpose of awarding takedown points at the edge of the wrestling area, points shall be awarded when control is established while any part of either wrestler remains in bounds. Wrestling shall continue if any part of either wrestler is on or inside the boundary line. If a defensive wrestler's hand comes in contact with the mat (even if it's NOT weight bearing) it is considered control and a TD will be awarded. The hand does not have to be weight bearing.

ESCAPES

5.10

An escape occurs when the defensive wrestler gains a neutral position and the opponent has lost control beyond reaction.

2.7

A defensive wrestler is awarded an escape when the offensive wrestler loses control of the opponent while any part of either wrestler remain in bounds. An escape may be awarded while the wrestlers are still in contact.

REVERSALS

5.22.1 and 5.22.2

Both supporting points of either wrestler have to be inbounds or at least both feet of the scoring contestant finish down on the mat in bounds.

2.8

As long as control is established while any part of either wrestler remains in bounds.

FIGURE 4 SCISSORS

7.1.5r

Illegal when placed around the body, both legs or the head with or without the arm included.

5.11

Technical violation when applied by the offensive wrestler around the body or both legs of the defensive wrestler, OR around the head with or without the arm included in a neutral position by either wrestler.

Stalemate

5.23

Similar to college except that a stalemate is a situation in which neither wrestler can improve.

2.2

When contestants are interlocked in a position, other than in a pinning situation in which neither wrestler IS improving or can improve their position.

6.4.2

Called if either competitor repeatedly locks around one leg of the opponent to prevent scoring.

5.9.3.4.1 See Experimental Rule for 2014-15

Will be described in a later entry.

TIME ADVANTAGE

No time advantage used.

2.12

HIGH SCHOOL

COLLEGE

One point for one minute or more time advantage (riding time) than opponent. Riding time is required for use in all competitions.

FALL

5.11.1
Two seconds.

2.12
One second.

TECHNICAL FALL

5.11.4 and 9.2.b
A technical fall occurs when a wrestler has earned and been awarded a 15 point advantage over his opponent. During dual meets, the winner's team is awarded 5 points.

2.13, 4.3.2, 4.3.3, 4.4.3
Same except if no near fall points are awarded to winning wrestler during the match, then only 4 points are awarded for a technical fall.

WEIGHT CLASSES

4.4.1 (14 weight classes)
106, 113, 120, 126, 132, 138, 145, 152, 160, 170, 182, 195, 220, and 285.

1.2 (10 weight classes)
125, 133, 141, 149, 157, 165, 174, 184, 197, and Heavyweight (183-285lbs.)

ORDER OF WRESTLING

The first match wrestled is considered an odd match.

1.5
For dual meets, coaches may alter order of matches by mutual agreement.

RANDOM DRAW

1.2.2 1.3.4 5.21.1. 5.22.2

HIGH SCHOOL

Competition in dual meets shall be conducted by random draw of weight classes. In multi dual events, the sequence determined by the draw will be followed for that day's subsequent meet competition;; The subsequent dual meet shall begin one weight class beyond the starting weight class of the previous round. A random draw for championship final matches for individually bracketed tournaments and championships may be used.

The random draw shall take place immediately preceding weigh-ins. The referee is required to have a kit available to facilitate the random draw.

4.5.1 (dual , tri, quad meets)

Contestants of the same gender to weigh in shoulder-to-shoulder, a max of 1 hour before the time of a dual meet. When a preliminary meet is followed by a varsity meet weigh ins may by mutual consent, precede the preliminarv meet.

4.5.7

All contestants (male and female) shall weigh in wearing a suitable undergarment that completely covers the buttocks and groin area. Any contestant who has been authorized to wear an artificial limb shall weigh in with the artificial limb.

COLLEGE

If coaches cannot agree on the first weight class to wrestle, a random draw will be used to determine which weight class to be wrestled first. 125 is always "ODD".

9.1.1 (dual , tri, quad meets)

Weigh-ins shall be conducted in a private, secured area with limited attendance (only contestants, coaches of contestants, required medical personnel, others deemed necessary) at the site of competition or in an adjacent building to the competition. NCAA official weigh-in form must be used.

9.1.2 (dual, tri, quad meets), 9.1.3

One hour or less before first match is scheduled to begin. No weight allowance is given for dual meets conducted on consecutive days. When junior varsity competition is held before varsity competition, the varsity contestants shall weigh-in one hour before the scheduled start of the varsity competition.

9.1.1

All contestants shall weigh-in wearing a minimum of a suitable undergarment, such as briefs, boxers, shorts or competition singlet.

At all weigh-ins, wrestler should stand with both feet flat in middle of scale facing away from dial or weight indicator.

WEIGH-INS

WEIGH-INS

HIGH SCHOOL

4.5.3 *(For tournaments and dual meets)*

If only one scale is available, a contestant may step on and off that scale two times. If multiple scales are available, a contestant may step on and off first scale twice, then immediately on each available scale once

4.5.2 *(For tournaments)*

Weigh-in begins a maximum of 2 hours before the start of the first session of each day.

4.4.4 A
2 pound growth allowance MAY be added to each weight class any time after the date of certification.

COLLEGE

9.1.2 and 9.1.4

For dual meets, the contestant may step on and off the scale three times to allow for mechanical inconsistencies in the scale.

For tournaments, the contestant may step on each additional official scale one time following the heavyweight class.

9.1.4 *(For tournaments)*

Two hours or less before the first matches begin on first day; one hour before on subsequent day.

No similar rule

SPECIAL EQUIPMENT

4.3.6

Electronic communication equipment that permits communication between coach and contestant during competition is not permitted.

4.2.6

Each contestant who has braces or has a special orthodontic device on their teeth, shall be required to wear a tooth and mouth protector that covers the upper and lower teeth.

4.5.9

Each state association may authorize use of artificial limbs.

No similar explicit rule.

1.14

It is recommended that all wrestlers wear a protective mouth guard.

No similar rule

HIGH SCHOOL

COLLEGE

WEIGHT ALLOWANCES

No similar rule

9.1.4

For team advancement tournaments, the 1-pound allowance on subsequent days is granted to individuals who make weight the first day of competition. A wrestler who doesn't make weight and compete on the first day of competition is ineligible to weigh-in and compete on the second day.

9.1.4

In tournaments a one pound allowance for each consecutive day of competition shall be granted. See above for exception.

4.5.5

For consecutive days of competition, one pound additional allowance granted each day for all wrestlers up to a maximum of two pounds. In order to be granted this one-pound additional allowance, a min. of 48 hours advanced notice (to head coach, principal or athletic director) is required for your opponent(s).

9.1.3

Granting a weight allowance for a dual meet or multiday dual meets is prohibited, nor can a weight allowance be mutually agreed upon.

WEIGH-IN FORMS

No similar rule

9.1.5

For dual meets, both coaches shall keep on file a copy of the Official Weigh-in Form until the end of the season. A copy shall be hand carried, or electronically submitted to each site of competition, including tournaments. For tournaments, host site retains copy of NCAA official weigh-in form(s) and the actual weight of each participant.

DEHYDRATION PRACTICES

4.4.3

Any use of sweat boxes, hot showers, whirlpools, rubber suits or similar heating devices is prohibited and shall disqualify and individual from competition.

9.3.1 Prohibited Practices and Substances

The use of laxatives, emetics, excessive food and fluid restriction, self induced vomiting, hot room, hot boxes, and steam rooms is prohibited. Violators of these rules shall be suspended for the competition(s) for which the weigh-in is intended. A second violation results in suspension for the remainder of the season.

PRACTICE ROOM TEMPERATURE

No similar rule.

9.4

The wrestling practice facility must be kept at a temperature not to exceed 80 degrees F at the start of the practice.

HIGH SCHOOL

COLLEGE

CPR AND FIRST AID TRAINING

No similar rule.

9.6.1 and 9.6.3

A physician or a certified athletic trainer shall examine all contestants for communicable skin diseases before all tournaments and meets. Medical checks shall be conducted each day of tournament competition and shall take place at the site of competition.

9.5

All coaches, including volunteers, shall be certified in CPR annually by the date of the first practice. In addition, they must be certified in basic first aid every three years.

MEDICAL CHECKS

No similar rule.

9.6

A physical or certified trainer shall examine all contestants for communicable skin diseases before all dual meets and tournaments.

A MATCH

5.17.2

A match begins when the **proper** wrestler reports the scorer's table in dual meets and tournaments.

6.2.2

A wrestler who properly reports to the scorer's table for a dual match cannot be withdrawn or replaced. Once the second wrestler has properly reported to the scorer's table in proper sequence, neither can be withdrawn.

5.17.2

The conclusion of wrestling occurs when the time expires at the end of the third period, when the overtimes ends, or when a fall, technical fall, DQ, or default occurs.

3.1

A match begins with the start of the first period and ends with the conclusion of wrestling which is defined as when time expires, or when a fall, technical fall, dq or default occurs.

As soon as either wrestler steps onto the mat he cannot be withdrawn or replaced.

WRESTLER'S ATTIRE

No similar rule.

3.4.1, 3.13.4

HIGH SCHOOL

COLLEGE

All contestants shall be uniformly attired in their school's official warm-up and match uniform. No hats, stocking caps, or other inappropriate apparel are permitted. Head coach penalized under Control of Mat Area

No similar rule

3.4.2 & 3.4.3

Unacceptable coaching and medical personnel attire defined. Penalty is penalized under Control of Mat Area, 3.13.4. Further, violators may not sit in designated coaching area until in compliance.

3.17.8

Same as above in 3.4.1 and, in addition for tournaments, no signs allowed. All additional personnel included in award presentations and team pictures must also be properly dressed.

3.5

Team intentionally delaying its appearance on the mat beyond 5 minutes of the meet start time shall have one (1) team point deducted.

6.2.1

Same as in college for first 5 minute delay, and if team does not appear in next 5 minutes there shall be team forfeiture for the dual meet.

6.1.1

Regular matches: three 2-minute periods.

6.1.2

Consolation matches: first period, 1 or 2 minutes; second and third periods, 2 minutes.

3.7

Dual meets: first period, 3 minutes; second and third periods, 2 minutes. For all competition, matches shall be 7 minutes in duration divided into the above periods.

Wrestle-back matches are to be seven minutes.

5.1.1, 5.1.2

3.11.4

PRE-MATCH TEAM INTRODUCTIONS & TOURNAMENT AWARDS

INTENTIONAL DELAY

LENGTH OF MATCH

BAD TIME

HIGH SCHOOL

Bad time is time wrestled with the wrestlers in the wrong position, the wrong wrestler being given choice of the position at the start of the third period, choice of position not given after the 2nd non-bleeding injury timeout, or not given the choice of position after the 2pt stalling penalty

Bad time is wrestled with the wrestlers in the wrong position or the wrong wrestler is given choice of position at the start of the SECOND 30 second tie breaker, at the start of the ultimate tie breaker, after an opponent has taken his/her second injury timeout, or on the next restart after an opponent received a 2pt stalling penalty. (See 5.1.1.B in casebook)
Bad time involves time that occurs when: A clock should have been stopped at the end of a period or wrestling has been allowed to continue following a violation when the match should have been stopped. See rule 5.1.1 for exceptions and rule 6.6.2

5.1.3

Points, penalties for unnecessary roughness, illegal holds/maneuvers, unsportsmanlike conduct, flagrant misconduct and bleeding time will not be voided because of bad time wrestled.

COLLEGE

No definition of "Bad Time" in college rules.

CORRECTION OF CLERICAL ERROR

6.6.4a.1, 6.6.4.b.1, 6.6.5.a.2 and 6.6.5.b.1

3.11.1 - 3.11.4

HIGH SCHOOL

There is a 30-minute time period to correct the computation of a match score after a dual meet. For tournaments, it must be corrected prior to the next match in which either wrestler competes. For team score recording or computation errors in a tournament, the team points must be corrected within 30 minutes of the official posting of team scores.

Corrections must be made before the offended wrestler leaves the mat area if additional wrestling is necessary. If no additional wrestling is necessary, the error may be corrected if either the wrestler or coach remains in the mat area.

COLLEGE

If there is an error by scorer, or timekeeper during a dual meet, correction shall be made by the referee before the start of a subsequent match. If during the last match of a dual meet it must be corrected before the referee has signed the scorebook. In a tournament, the correction must be made before the contestants leave the mat area OR the bout sheet leaves the table. A clerical error in recording team scoring in a dual meet or tournament that does not necessitate additional wrestling may be corrected when discovered.

A referee may NOT reconsider or reverse an unsportsmanlike or flagrant misconduct violation call once the subsequent match begins in a dual meet or after the bout sheet leaves the scorer's table in a tournament.

OVERTIMES

6.7.1

If tied after sudden victory, the referee flips his disk to determine which wrestler has the choice of starting position for the 1st 30-second TB. The wrestler can choose T, B or defer. If tied after second tiebreaker, an ultimate tie breaker of 30 seconds shall be wrestled. The wrestler who scored the 1st points in the regulation match or whose opponent was penalized for unsportsmanlike conduct gets choice of position. If no points or simultaneous points are scored in regulation, choice is determined by flip of disk. (T, B or defer)
The wrestler scoring 1st point(s) wins. If no points scored the offensive wrestler wins, and one match point added to his score.

3.10.1

Choice of top or bottom position in first tiebreaker period determined by wrestler who scores first points, other than penalty or escape points in regulation match. Time advantage of 1 minute or more for either wrestler shall be included in this determination. The position for the 2nd TB period will be the opposite of the 1st TB period.

HIGH SCHOOL

COLLEGE

In addition to first tie breaker period, a second 30-second tie breaker period will be wrestled if no pin, default or disqualification occurred. Wrestler not having choice in first tiebreaker has choice to start second tiebreaker. If no winner, a second overtime begins with a 1-minute sudden victory period. If no winner, another two 30-second tie breaker periods as above. If no winner, wrestler with most riding time in all four tiebreakers wins. If no winner determined, repeat process.

Because college wrestling includes riding time, there are many differences in being able to win by accruing riding time in the overtimes, when injury timeouts come into play.

POINT OF EMPHASIS

Not specifically mentioned.

3.11.3 Referee Error

A referee **may not** reconsider or reverse an unsportsmanlike conduct of flagrant misconduct violation call once the subsequent match begins in a dual meet or after the bout sheet leaves the scorer's table in a tournament. Similarly, the referee may not assess an unsportsmanlike conduct or flagrant misconduct penalty during a subsequent match in a dual meet or later in a tournament session for action(s) in an earlier match.

CONTROL OF MAT AREA,

Control of mat area is a college term.

3.13.3 & Penalty Table

All personnel, other than actual participating contestants, shall be restricted for dual meets to an area 10 feet from mat and scorer's table; for tournaments, an 8' restricted zone shall be placed in any two corners of the mat. A chair will be placed behind the two coaches' for a properly credentialed medical person. Coaches may leave this zone only to approach the scorer's table to correct the score or time, or to question the referee's misapplication of a rule, or to move toward the mat during a charged timeout or at the end of a match OR to request a video review challenge.

Penalties are as follows:

Warning, warning, 1 team point deduction, 2 team point deduction and removal of the last offender(s) from the premises. Removal is for the duration of the event it occurs including single day and multiple day events.

HIGH SCHOOL

COLLEGE

**UNSPORTSMANLIKE CONDUCT/
TEAM BENCHES**

7.5.2, 7.5.3

During a match, coaches and other team personnel are restricted to team bench/chairs or behind it, except during charged timeout, the end of match, or to approach officials' table under possible misapplication of a rule. Any act that becomes abusive or interferes with the orderly progress of the match, or for violations of bench decorum shall be penalized on first offense for unsportsmanlike conduct.

Unsportsmanlike conduct carries over to second day of event

MISCONDUCT

7.5.4

It is misconduct on the part of a coach, when after a conference with the referee, no misapplication of a rule has occurred, or if a coach questions judgment. Head coach is penalized. First warn, then deduct one team point, then removal of head coach and deduct two team points.

Removal is for the remainder of the day.

The restricted zone has to be at least five feet from the wrestling area.

No rule called misconduct in college

TOURNAMENT COACHING AREA

2.2.2

During tournament competition a maximum of 2 team personnel (coaches and/or non participating contestants will be permitted on the chairs at the edge of the mat.

3.13.2

For tournaments, and 8 foot restricted zone shall be placed in any two corners of the mat. A maximum of 3 team personnel will be permitted in the restricted. If 3 are used, two must hold coaching credentials and one must be a properly credentialed medical person. A chair will be placed behind the coaches for a credentialed medical person.

TEAM TIES

9.2.2

3.15

HIGH SCHOOL

Criteria for breaking a team tie are listed in order a through p.

COLLEGE

Criteria given in 3.15.1-3.15.4

Forfeits, defaults, and disqualifications count toward total number of victories in first criterion.. .

A point is added to winner's score and criterion is number is noted. E.g. 17-16, criterion 3.15.1.

MEDICAL FORFEIT

10.2.4 (Not a term used in HS)

Tournament director, in consultation with the designated, on-site appropriate health-care professional(s) and the coach of the injured or ill contestant, shall determine contestant's ability to continue.

6.5

Injured or ill wrestler during the course of a tournament may declare medical forfeit without appearing on the mat. In order to retain advancement and placement points earned, this declaration must be made to the official scorer before the ill or injured wrestler is called to the mat. No further weigh-in is necessary.

TEAM FORFEITS

9.2.1e

A team forfeit shall be scored 1-0. If offended team is ahead, the score at the time of the team forfeit stands.

4.3.1

A team forfeit shall be scored 60-0.

UNSPORTSMANLIKE CONDUCT

7.4.2 & 8.1.3 (Wrestlers during a match)

Includes repeatedly dropping to one knee to break locked hands, and failure to keep shoulder straps up while on the mat. (See Penalty Table)

5.4.1 (Wrestlers during a match)

No rule for dropping to one knee, but includes failure to keep uniform straps up while in the wrestling area, i.e. may have them down while on apron of mat. Unsportsmanlike conduct penalties are cumulative for a contestant for a match or a dual meet. (See Penalty Table)

7.5.3 & 8.1.4 (Coaches, contestants NOT during a match, and other team personnel)

Same except, on the second offense deduct 2 team points, disqualify and removal from premises provided authorized school personnel is available to supervise wrestler. If not, wrestler confined to team bench area. Sequence of penalties carries over to the second day of a multiple-day event.

5.4.2 (Coaches, contestants NOT during a match, or other team personnel)

First offense deduct 1 team point. Second offense deduct 1 team point, disqualify, and remove from premises for remainder of event or tournament.

SPECTATOR

No similar rule.

5.4.3

The penalties for unsportsmanlike conduct are cumulative throughout a dual meet or a tournament session.

SPORTSMANSHIP

HIGH SCHOOL

COLLEGE

The public address announcer at all dual meets and tournaments should read a spectator sportsmanship statement before competition begins at each meet or tournament session.

TOBACCO USE

7.4.3 & 7.5.5

Same for coaches and student athletes.

5.6.4

The use of tobacco products by student athletes, coaches or other team personnel on the premises during an event is a flagrant misconduct penalty.

No mention of tobacco use by referees.

7.11

Match officials, including referees, timekeepers and scorers, are prohibited from using tobacco products in the wrestling venue before, during or after a dual meet or tournament. Violations should be reported to the event administrator.

FLAGRANT MISCONDUCT

7.5.5, 8.1.6 & Penalty Chart

For coach and nonparticipating personnel, three points are deducted and removal is for the dual meet, remainder of a multiple school event, or tournament.

5.6.1, 5.6.2 & Penalty Table

Same except deduct one team point.

7.4.3, 8.1.6, 11.2.2 & Penalty Chart

For contestant, same as above, and no team points can be earned in the individual tournament. For a team advancement tournament, points earned in previous rounds are not negated.

5.6.1

Same except deduct one team point.

8.1.6

Removal, if authorized school personnel available to supervise. Otherwise, student is confined to team bench area.

5.6.1

Removal from premises required.

The penalty for Flagrant Misconduct includes a suspension of the wrestler until after the team's subsequent event. If the flagrant misconduct occurs

HIGH SCHOOL

COLLEGE

during the last event of the season, the suspension carries over to the first event of the next season. The referee must inform the National Wrestling Officiating Coordinator that a flagrant misconduct violation occurred. The Coordinator will contact the respective divisional chair, who will communicate with the violating student-athlete's institutional administration to ensure the suspension is served.

7.10.13

The scorer is responsible for informing the head coach that a team member (stating violator's name) has been charged with a flagrant misconduct violation, and is disqualified from further competition in the event.

ILLEGAL HOLDS

7.1.2

Straight-back salto to the head, Figure 4 around body or both legs or head with or without the arm included, back bow and a back flip from the standing position.

This hold not named, but should be considered illegal in HS also due to choking and danger of neck pressure.

5.8

These are not listed as illegal holds, but some are listed as technical violations. See 5.11.

5.18.3 Neck Bow

When in the top position, the offensive wrestler applies a legal head and arm, locked from the side, and then summersaults toward and over the defensive wrestler's head. This position may create a choking situation and could put undue pressure on the neck and spine and is therefore illegal.

POTENTIALLY DANGEROUS HOLDS

7.2.2

A front or any headlock with arm or leg encircled, double wristlock, split scissors, guillotine, chicken wing and toeholds.

When defensive wrestler stands supporting all the weight of the offensive wrestler, the referee shall stop match.

5.11

The figure-four scissors around both legs, the body or the head with or without the arm included **in a neutral position is a technical violation.**

Referee does not have to stop match in this situation.

REPORTING TO THE MAT

7.3.5

1.15.3 1.15.4

HIGH SCHOOL

Reporting to the scorer's table not properly equipped, or not ready to wrestle or any equipment that is detected as being illegal after the match has started is a technical violation and injury time started. Opponent is awarded 1 match point and the offender has 1 1/2 minutes to become properly equipped.

COLLEGE

Reporting to the mat and not in compliance results in a charged injury timeout. The injury clock is started and will not be stopped until the referee determines that the wrestler is in compliance. This shall count as the wrestler's first timeout and the opponent will have choice before the start of the match. If after 1 1/2 minutes the wrestler is not in compliance, the wrestler will be disqualified.

STALLING

5.24 and 7.6 and Penalty Chart

After a warning, first and second penalty is 1 point awarded to opponent. Third penalty is 2 points AND OPPONENT GETS CHOICE ON THE RESTART. Fourth penalty results in DQ.
No similar rule

5.9.1

After a warning, the fifth violation results in a DQ
(Warning, 1, 1, 1, 1, DQ)

5.9.3.4.1 (Experimental Rule for the 2014-15 season). See NCAA Video sections 5 and 6

When in an offensive position a wrestler moves his/her lock or hold to around a leg or legs below the buttocks and does not breakdown the opponent, execute an offensive move or work back up the the upper extremity for 5 seconds as counted by the referee, the offensive wrestler will be called for stalling. This count will be both visual and verbal.
This 5 second rule does NOT apply to "active" wrestling whereby the offensive wrestler ends up with a lock around a leg below the buttocks due to wrestling. Decision on stalling in these cases would follows the same rules as in the past.
Further, if a situation occurs where the offensive wrestler violates this rule and the referee starts a count getting to 3 or a 4 count, and the offensive wrestler releases his/her hold so that the referee stops counting, and shortly thereafter the offensive wrestler reapplies his/her hold, the referee does not have to start counting again, and can call stalling immediately recognizing that the wrestler's intent and actions are to stall. If however the referee reaches the 5 count, the offensive wrestler shall be called for stalling.

5.9.3.4.2 (Experimental Rule for the 2014-15 season) See NCAA Video Sections 5 and 6

HIGH SCHOOL

COLLEGE

Same as college

When an offensive wrestler applies a side headlock to the defensive wrestler and does not breakdown the opponent and/or execute an offensive move during a period of 5 seconds as counted by the referee, the offensive wrestler will be called for stalling. Count shall be visual and verbal. Same rational as above if the offensive wrestler shortly thereafter reapplies the hold.

5.9.3.6

When the defensive wrestler is in a standing position, the offensive wrestler is allowed reaction time to **attempt** to bring the opponent back to the mat.

FLEEING WRESTLING AREA

7.3.1

Going out of the wrestling area or forcing an opponent out of the wrestling area is a technical violation and follows disqualification sequence of penalties. However, no penalty points are awarded for intentionally going out of the wrestling area to prevent a pin where near-fall points are earned.

5.9.2.2

Near edge of wrestling area, a wrestler shall not leave the wrestling area unless it is to sprawl from an opponent's takedown attempt or when interlocked in wrestling including in near fall situations.

Not explicitly stated

5.9.2.3

Kicking out from a lower leg hold when this action results in the defending wrestler going out of the wrestling area is stalling

Not explicitly stated.

5.13

Fleeing or attempting to flee the wrestling area or forcing or attempting to force an opponent out of the wrestling area as a means of avoiding being scored upon is a **stalling** technical violation.

INJURY TIMEOUTS

8.2.1

If a second non-bleeding injury time out is taken during a regulation period, the opponent shall have the choice of top, bottom or neutral on the restart.

6.1.3

After first non-bleeding injury timeout, opponent has choice of position at restart. After second nonbleeding timeout, one point is awarded the opponent.

HIGH SCHOOL

The differences between the HS and college rules result in many differences related to consequences during overtimes and regulation periods. See 8.2.1. a-l.

COLLEGE

See 6.13 for consequences of first and second injury timeouts during overtime and regulation.

TOWELING

Not explicitly stated

5.14

Timeout for toweling off perspiration during the match is a technical violation.

BLEEDING TIME OUTS

8.2.7

The cumulative time allowed for bleeding is 5 minutes, which is separate of wrestler's accumulative minutes of injury time.

6.1.4

The length of timeout periods for bleeding is left to the discretion of the referee.

REFEREE REGISTRATION

No rule but by State Association membership and testing.

7.1.1 - 7.1.3

All referees must register no later the Oct 19 of each year. All referees must watch the NCAA video and pass the online exam with a minimum score of 85%. Institutions using a non-registered referee are subject to penalties.

REFEREE UNIFORMS

3.1.1

The referee may wear a provided shirt common to all officials at that event.

7.2.1

For all competition referees must wear a black and white striped or black and grey striped referee's short sleeve knit shirt. In tournaments or multiple duals, shirt uniformity is required of all referees.

OFFICIAL'S DUTIES

5.21.2

Referee is to have a kit to conduct the random draw.

No similar rule.

3.1.4c

Referee is to have the head coach verify that the team is groomed, properly equipped and ready to wrestle, including securing shoelaces.

7.4.1.5

Advise coaches of proper coaching attire as well as medical personnel.

Referees allowed to rotate in consecutive matches during dual meets, multiple duals or dual meet advancement tourneys.

HIGH SCHOOL

COLLEGE

3.1.13

During injury, blood, or recovery time outs, the referee should be in position to monitor the appropriate clock and wrestlers. The referee should notify the coach and/or wrestler at the one minutes mark and the 30 second mark as to the amount of time remaining.

See Case Book, Pages 70 and 71, #3.

When a referee is off the mat, he/she still has jurisdiction and can help the on mat official with calls in the mat area.

Same as High School

7.3.2

The match referee is responsible for the match, but other referees involved with the competition can offer assistance and report violations

8.2.6

During a timeout for injury, no more than 2 attendants and an appropriate health care professionals shall be permitted on the mat with either wrestler.

6.6

No more than 2 attendants and a physician/trainer shall be permitted on the mat during an injury timeout.

**ASSISTANT –REFEREE
PROCEDURES**

3.2

Some of the procedures are slightly different for HS. For example in 3.2.2c states that in near fall situations, the assistant referee should tap the referee when time expires. Another example 3/2/2i states that the assistant referee is not permitted to address the coaches. This is the responsibility of the referee. As in college first on and last off of the mat to observe any problems.

7.6

No suggestion to tap the referee when time expires. Assistant referee is granted the same mobility as the referee in both HS and college rules and should use their good judgment in these and other situations. No similar suggestion for communication of assistant. The assistant should always be first on and last off the mat to observe any problems.

7.7.8

The assistant referee shall check each corner for dress code violations before the match begins.

MATCH TIMEKEEPER

3.4.1f

7.8.6

HIGH SCHOOL

When a visual clock is not available, the match timekeeper shall call out minutes of the match and display with visual cards the number of seconds remaining in the last minute of each period at 15-second intervals.

No similar rule.

5.30, Case Book 6.2.4 Situation B

Same as college - Finger touch method. It is considered unsportsmanlike conduct if the sighted wrestler breaks contact and backs up just prior to attempting a takedown.

No similar rule

COLLEGE

Match timekeeper shall call out the minutes of the match and the last minute of each period reported at 45, 30, and 15 seconds time remaining.

1.9

The playing of music and/or the use of noisemakers during wrestling action is prohibited.

2.1

Finger touch method to be used in the neutral position. While wrestling, the match shall be stopped whenever contact is not maintained. NEW INTERPRETATION: On neutral starts, wrestlers will alternate choice of which hand is up or down.

At the time of medical examination / skin checks, the coach or medical personnel shall provide written documentation identifying the impairment.

NOISE CONTROL

VISUALLY IMPAIRED WRESTLERS