

## Top Five Most Frequently Missed Exam Questions

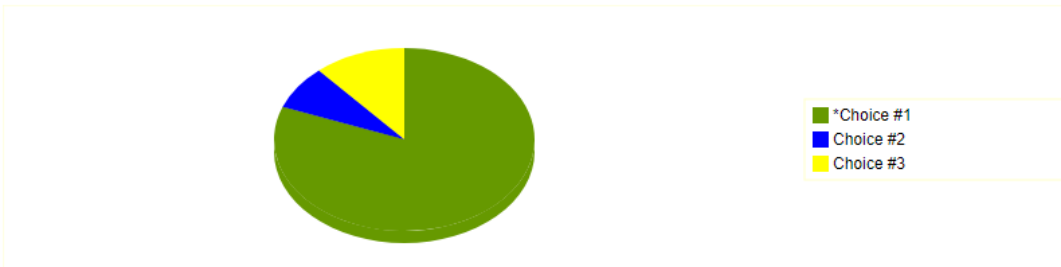
Congratulations to all referees who passed this year's rules examination and a special acknowledgment to those 34 individuals who scored 100%. In this article I will go over the top five most frequently missed exam questions and provide additional commentary regarding each question and its associated rule and/or interpretation.

### 5. Fifth most frequently missed exam question.

Percentage of referees who selected the wrong answer: 19%

With the match score 0-0 a flurry of action occurs and the referee indicates wrestler A scored a takedown and held wrestler B down for 1 second when wrestler B reverses wrestler A, followed by a referee stoppage 5 seconds later to discuss the original takedown with the second referee. After consulting with the second referee, wrestler A's takedown was removed. What are the proper restart details?

1. ✓ (404, 80.80%) Wrestlers A and B start in the neutral position with the score 0-0.
2. ✗ (39, 7.80%) None of the above
3. ✗ (57, 11.40%) Wrestler B starts on top and is winning 2-0.



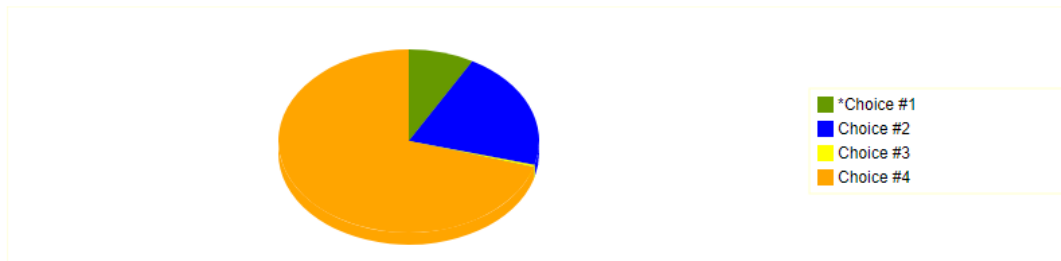
Commentary: this question is a test of Rule 2.2.1 dead time. Any time a call on the mat is overturned all wrestling action after that correction must be re-wrestled. Additionally, it doesn't matter how or why the call is overturned, whether it be a single referee changing the call, the head referee consulting with the second referee or even when video review is utilized by either the referee or a coach. Please note: flagrant misconduct violations, unsportsmanlike conduct violations, unnecessary roughness and illegal hold calls are not subject to dead time (this will be added to the Case Book). Any of the aforementioned violations that occur during dead time may be applied as instructed in the rules book.

### 4. Fourth most frequently missed exam question.

Percentage of referees who selected the wrong answer: 30%

If two wrestlers are in overtime and one of them takes a second non-bleeding injury timeout during the tiebreaker portion of the overtime, what should occur?

1. ✗ (40, 8.11%) The non-injured wrestler receives a point, has choice of position and the tiebreaker is resumed once the injury time is over.
2. ✗ (104, 21.10%) The non-injured wrestler is awarded a point and the match is concluded.
3. ✗ (2, 0.41%) The injured wrestler loses the match by default.
4. ✓ (347, 70.39%) The non-injured wrestler receives a point, and the tiebreaker is resumed once the injury time is over.






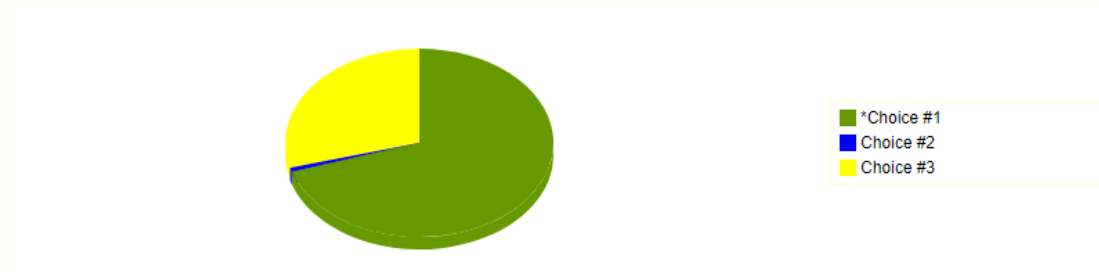
Commentary: this question is testing your knowledge of Rule 6.1.18 and 3.16.3. Per rule 6.1.18 the second non-bleeding injury timeout results in giving the non—injured opponent one match point, additionally, since they are in the tiebreaker period, you must follow rule 3.16.3 which indicates that the tiebreakers are to be wrestled in their entirety unless a fall, technical fall, default or disqualification occurs.

### 3. Third most frequently missed exam question.

Percentage of referees who selected the wrong answer: 30%

Which of the following regarding mat-side video review is true?

1.  (98, 70.00%) Except for reviewing timing and/or scoring, referee reviews occur before coach's reviews.
2.  (1, 0.71%) Referees are limited to only two referee reviews per match.
3.  (41, 29.29%) Except for reviewing timing and/or scoring, referee reviews occur after coach's reviews.





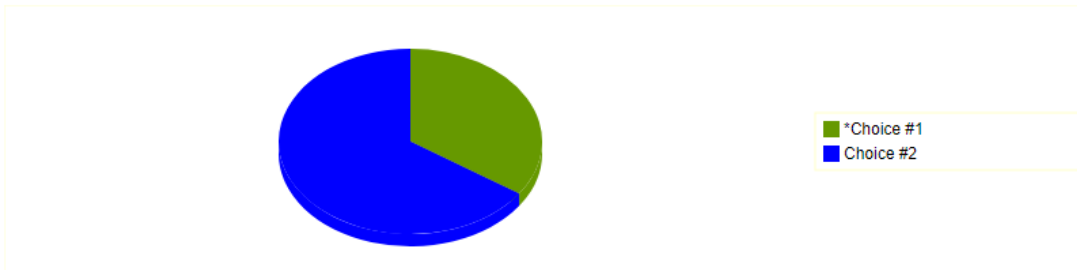
Commentary: the answer to this question can be found through an interpretation issued for rule 3.13.8. Since coaches always challenge the referee's call on the mat it is important that a referee ensure their call is final before executing any coach reviews. After executing the referee review then the rules allow the referee to execute the coach challenge. See A.R. 3-6 for a full narrative.

### 2. Second most frequently missed exam question.

Percentage of referees who selected the wrong answer: 35%

In a dual meet that is utilizing video review, the system fails after two matches. After four additional matches are wrestled in the dual meet the system is restored. What is allowed per rule and interpretations?

1.  (172, 34.54%) Video review may be used for the remaining matches
2.  (326, 65.46%) Video review may not be used for the remaining matches



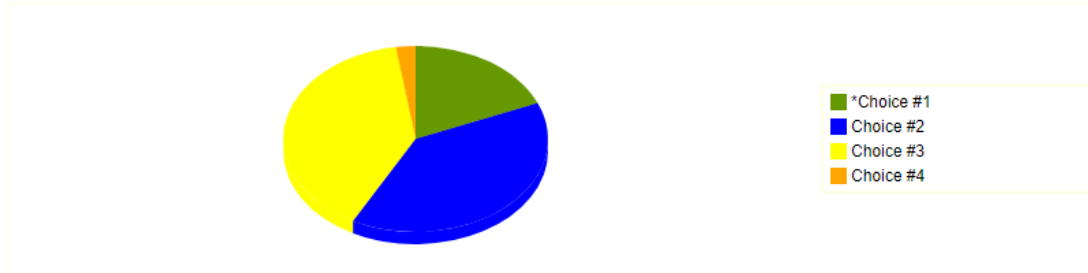
Commentary: The answer to this question can be found in the Case Book in section A.R. 3-35. Because multiple video review failures might inadvertently benefit one team over another the continued use of the system after a failure (not immediately corrected in the same match) is not allowed.

### 1. The #1 most frequently missed exam question.

Percentage of referees who selected the wrong answer: 61%

Wrestler A is not awarded a takedown, on a very close call. Fifteen seconds later, after going out of bounds, Wrestler A's coach tosses out the challenge brick to contest the no takedown call. Which answer best identifies the proper rules application in this scenario?

- ✘ (93, 18.67%) Return the brick to Coach A, inform him/her their challenge was too late and inform Coach A they've lost the challenge
- ✔ (195, 39.16%) Inform Coach A that the call stands and their challenge was too late and penalize Coach A 1 team point for a Control of Mat violation
- ✘ (198, 39.76%) None of the above
- ✘ (12, 2.41%) Inform Coach A that you're taking an Officials Challenge to confirm or overturn their call and return the challenge brick.



Commentary: This answer is designed to test your knowledge of the fact that coach video reviews must be requested immediately. While the time of immediate is not described in the rules book there is not a scenario in which 15 seconds would ever be considered immediate. A.R. 3-27 which interprets Rules 3.13.9f and 3.13.9.g indicates that when a request is determined by the referee to be untimely, the coach is charged with a control of mat violation. Delayed video review requests are a serious violation since it is often an attempt to game the system or execute an unnecessary match stoppage.