

2010-2011 NCAA Wrestling Referees Rules Test

There are sixty (60) questions on this test. Mark the letter of the best answer for each question. However, for some questions all or none of the answers are correct. A passing score is 80% (48 correct) or higher.

C1. According to the Code of Conduct for Referees:

- a) Wrestling referees shall deal with all situations in the spirit of good sportsmanship and in the best interest of the wrestlers and the sport.
- b) When in uniform or on site, a referee shall not fraternize with contestants and/or coaches.
- c) Referees will enforce the rules firmly and fairly in both letter and spirit in such a way that attention is drawn to the wrestlers rather than themselves.
- d) All of the above.

C2. All matches are divided into three periods whose lengths are as follows:

- a) 2 minutes, 2 minutes, 2 minutes
- b) 3 minutes, 2 minutes, 2 minutes
- c) 3 minutes, 3 minutes, 3 minutes
- d) 2 minutes, 3 minutes, 3 minutes

C3. A meet shall be conducted in 10 weight classifications or matches between wrestlers of the same weight class.

- a) Contestants can wrestle in more than one weight class in a meet.
- b) Contestants who weigh-in and qualify for one weight class may move to a higher weight class.
- c) A wrestler must weigh at least 170 pounds in order to wrestle at the heavyweight class.
- d) If a wrestler is injured during a match, a substitute wrestler can take his place for the remainder of the match.

4. For scoring and identification purposes:

- a) The home team is considered 'red'.
- b) The home team is considered 'green'
- c) The captain of the visiting team will have choice of color.
- d) The referee will decide by a coin toss.

C5. Wrestling mats should have a circular wrestling area whose diameter is between:

- a) 30 to 50 feet.
- b) At least 42 feet.
- c) 32 to 42 feet.
- d) At least 50 feet.

C6. The wrestling area of a mat shall be surrounded by a mat area or apron whose width is:

- a) Five (5) feet.
- b) Ten (10) feet.
- c) Determined by the mat manufacturer.
- c) None of the above.

C7. There is a two-inch wide line that outlines the wrestling area, which is considered:

- a) Out of bounds.
- b) In bounds.**
- c) In bounds for neutral wrestling and out of bounds for advantage wrestling.
- d) Out of bounds for all near fall and fall situations.

C8. A mandatory meet uniform shall consist of either a one-piece singlet that may be worn with or without full-length tights, or a spandex/lycra-type shirt and shorts. If wearing a singlet:

- a) The singlet must cover the upper torso and shall not be cut away in the front and back lower than the armpit.
- b) Under the arms, the singlet shall not be cut lower than half the distance between the armpit and the belt-line.
- c) The outermost garment shall have a minimum inseam length of 4 inches and shall not extend beyond the top of the knees.
- d) All of the above.**

C9. Team uniformity in clothing is required and includes the school's official warm-up and match uniforms. However:

- a) The name or initials of the wrestler's institution is not required on competition uniforms.
- b) For NCAA championships competition the match uniform worn by team participants do not need to be identical during each session.
- c) This rule does not apply to open and early-season tournaments.**
- d) None of the above.

10. Regarding footwear:

- a) Light heelless wrestling shoes reaching above the ankle and tightly secured shall be worn.**
- b) Match delays or stoppages directly related to shoelaces shall not be treated as a technical violation.
- c) Stoppages shall not be treated as a delay of match violation.
- d) The shoelaces should immediately be taped over by the referee, without penalty.

C11. Regarding ear protection:

- a) The wearing of protective ear guards is voluntary for practices.
- b) The wearing of protective ear guards is voluntary for dual meets.
- c) The wearing of protective ear guards is mandatory anytime live wrestling takes place.**
- d) The wearing of protective ear guards is voluntary for open tournaments.

C12. With respect to wrestler's appearance:

- a) Contestants are allowed to wear a wedding band.
- b) Neatly trimmed beards are allowed.
- c) Sideburns of any length are allowed.

d) Hair in its natural state shall not extend beyond the top of an ordinary shirt collar and on the sides shall not extend below the earlobe level.

C13. If an individual has hair longer than allowed by rule:

a) It may be braided or rolled if it is contained in a cover so that the hair rule is satisfied.

b) The cover shall either be a part of the headgear or worn under the headgear.

c) A bandanna is not considered a legal hair cover.

d) All of the above.

C14. Special equipment is defined as any equipment worn that is not required by rule and includes, but is not limited to, hair coverings, face masks, pads and braces.

a) To prevent injuries, taping of joints to immobilize them is allowed by rule.

b) Any legal device that is hard and abrasive must be covered and padded.

c) Loose pads are permitted.

d) It is not recommended that wrestlers wear a protective mouth guard.

C15. When a contestant appears on the mat ready to wrestle in a dual meet or tournament and the referee determines that the contestant does not comply with the required rules as to appearance and equipment:

a) The offending contestant shall be charged an injury timeout, and the injury clock started, and the injury clock stopped when the referee determines that the contestant is in compliance.

b) The time used shall be cumulative with the offender's 1½ minutes of allowed injury time and shall count as the contestant's first timeout.

c) If the contestant is not in compliance at the end of 1½ minutes, that contestant shall be disqualified from participation.

d) All of the above.

C16. Videotaping in dual meets:

a) Is allowed for use in determining when time ran out during a period.

b) Is allowed to determine if riding time was started or stopped properly.

c) Is allowed for determining if an illegal hold was applied.

d) Shall never be used to make corrections.

17. Use of videotaping during protests in tournaments:

a) The official videotape may be used to correct errors in the mechanics of scoring and other nonjudgment areas as a part of a formal protest.

b) The official videotape shall be designated by the tournament committee but doesn't need to be used to record all tournament matches.

c) Each team's video may be used to clarify a protest situation.

d) The videotaping used by a television broadcast company can be used in the protest determination.

C18. Regarding the safety of the mat and surrounding area.

a) It is not the responsibility of the referee to check the mat before a meet.

- b)** The meet referee shall verbally alert home management of any variance from the stated facility and mat requirements, with questions and/or disagreements being resolved by the participating institutions' representatives.
- c) The referee does not need to check the location of the team's bench.
- d) The assistant referee has all responsibilities regarding safety of the mat.

C19. Starting wrestling in the neutral position.

- a) The match will start with both contestants standing opposite each other with both feet on the green or red area of the starting lines.
- b) The wrestler's heads may be touching each other.
- c) In the neutral position, one wrestler has control.
- d)** In matches involving sight-impaired wrestlers, contact shall be maintained throughout the match.

C20. Starting wrestling in the defensive starting position.

- a) The defensive wrestler takes a stationary position at the center of the mat with both hands and knees on the mat, as directed by the referee. Both knees must be on the mat even with and behind the rear starting line.
- b) The heels of both hands must be on the mat in front of the forward starting line and the elbows shall not touch the mat.
- c) When the defensive wrestler assumes the starting position, the referee will say, "Set." At this time, the defensive wrestler shall remain stationary (motionless).
- d)** All of the above.

C21. Starting wrestling in the offensive position is to:

- a) Set the left knee and right foot first.
- b) Place the head over the near side of the opponent's back.
- c) Place the palm on the far upper arm of the opponent.
- d)** The offensive wrestler's starting position is as in the past without using a required sequence, i.e., the hand on or over the elbow does not have to be placed last..

C22. A stalemate is a situation:

- a) Where the wrestlers can improve their positions.
- b)** When contestants are interlocked in a position other than a pinning situation.
- c) Where the referee never stops wrestling.
- d) That only happens in neutral positions.

C23. Wrestling and out of bounds.

- a)** Contestants are considered to be in bounds if any part of either wrestler is on or inside the boundary line.
- b) For the purpose of awarding a point(s) at the edge of the wrestling area, a point(s) shall be awarded when control is established down on the mat as long as a takedown, reversal or escape attempt began while both wrestlers were in bounds.
- c) When the defensive wrestler's back is exposed to the mat in a pinning situation while all parts of the wrestlers are out of bounds, wrestling shall continue as long as there is a possibility of the offensive wrestler bringing the opponent back in

bounds.

- d) Near-fall points may be earned or a fall called if the defensive wrestler's pinning area is out of bounds.

C24. Takedowns.

- a) A takedown shall be awarded when, from the neutral position, a contestant gains control by taking the opponent down to the mat in bounds and beyond reaction time.
- b) A significant portion of the defensive wrestler's weight has to be borne on both hand(s), for control to be established during a takedown.
- c) For the purpose of awarding takedown points at the edge of the wrestling area, points shall be awarded when control is established when both wrestlers finish out of bounds.
- d) If both feet of the wrestler attempting a takedown were outside the wrestling area, breaking the boundary of an imaginary cylinder surrounding and extending above the wrestling area, a takedown shall be awarded.

C25. Escapes.

- a) A defensive wrestler is awarded an escape when the offensive wrestler loses control of the opponent while all parts of both wrestlers are out of bounds.
- b) An escape may be awarded while the wrestlers are still in contact.
- c) Two points are awarded for escapes.
- d) An escape is awarded if a contestant doesn't quite get a reversal and time runs out.

C26. Reversals.

- a) A reversal occurs when the defensive wrestler comes from the bottom/defensive position and gains control of the opponent, either on the mat or in a rear-standing position.
- b) For the purpose of awarding reversal points at the edge of the wrestling area, points shall be awarded when control is established even if no part of either wrestler remains in bounds as long as the attempt started in bounds.
- c) A reversal scores one point.
- d) Offensive wrestlers score reversals.

C27. A near fall is a position in which the offensive wrestler has the opponent in a controlled pinning situation in which:

- a) The defensive wrestler is held on one elbow.
- b) Any part of one shoulder or scapula, or the head is touching the mat and the other shoulder or scapula is held at an angle of 90 degrees or less to the mat,
- c) Any part of both shoulders or both scapulae are held within four inches of the mat.
- d) The pinning area is out of bounds.

28. Near fall scoring.

- a) Two points shall be awarded for near-fall situations when one near-fall criterion has been met for two seconds.

- b) Three points shall be awarded for near-fall situations when one near-fall criterion has been met for 6 seconds.
- c) More than one near fall can be scored in the same pinning situation.
- d) The referee should award near fall points immediately after the points are earned and before the situation is ended.

29. During a near-fall situation:

- a) The referee should never use a verbal count.
- b)** The referee should always attempt to use a visual hand count.
- c) The assistant referee shall verbally count each second during near-falls.
- d) The assistant referee shall come out into the wrestling area and visually count the near fall.

C30. Injury during a near fall.

- a) When a pinning combination is executed legally and a near fall is imminent, but the defensive wrestler is injured, indicates an injury or has excessive bleeding before a near-fall criterion is met, action will be stopped and a two-point near fall shall be awarded.
- b) When a criterion for a two-point near fall is met and the match is stopped for an injury, the defensive wrestler indicates an injury or has excessive bleeding, action will stop and a three-point near fall shall be awarded.
- c) When the criteria for a three-point near fall are met, and a match is stopped for an injury, the defensive wrestler indicates an injury or has excessive bleeding, a fourth point shall be awarded.
- d)** All of the above.

31. The offensive wrestler who has control in an advantage position is gaining time advantage (i.e., “riding time”). A timekeeper records that wrestler’s accumulated time advantage throughout the match.

- a) At the end of the match, the referee subtracts the lesser time advantage from the greater. If a contestant has two minutes or more of net time advantage, that wrestler is awarded one point.
- b)** The recording of time advantage is required for use in all competition.
- c) Dual meets, team-advancement tournaments and tournament competition that do not use time advantage shall still count on the NCAA Individual Season Record Form.
- d) None of the above.

C32. A fall.

- a)** Any part of both shoulders or any part of both scapulae of either wrestler held in contact with the mat for one second constitutes a fall.
- b) The one-second count (one-thousand-one) shall be a verbal count by the referee.
- c) The count shall start even if the referee is not in position to observe that a fall is imminent.
- d) The shoulders or scapulae area do not have to be held in continuous contact with the mat for one second before a fall is awarded.

33. A technical fall:

- a) Terminates the match.
- b) Occurs when a wrestler has earned a 14-point advantage over the opponent.
- c) Scores four team points if the winning wrestler was awarded a near fall during the match.
- d) Does exempt a wrestler from losing by committing an act of flagrant misconduct.

C34. Defaults and Forfeits.

- a) A default occurs when a wrestler is unable to continue wrestling due to an injury.
- b) A forfeit is received by a wrestler when the opponent is injured and can not continue.
- c) A Medical forfeit is awarded when a wrestler can not continue in subsequent rounds of a tournament, but all advancement points earned by that wrestler are lost.
- d) None of the above.

C35. Coaches Attire.

- a) The wearing of jeans, T-shirts, sweatsuits and warmup suits (top and/or bottom), headwear, and similar apparel are not suitable attire for coaches during dual and tournament competition and, therefore, are prohibited.
- b) Each coach in violation of this rule shall be penalized under control of mat area.
- c) Further, the coach(es) in violation shall not sit in the designated reserved zone for coaching if the prohibited apparel is not replaced with suitable attire.
- d) All of the above.

C36. Prematch Period and Procedures.

- a) The prematch period is defined as from the time a contestant steps onto the mat until the wrestlers shake hands before wrestling begins.
- b) Failure to comply with prematch procedures is not penalized.
- c) Unsportsmanlike conduct during the prematch period is penalized by the deduction of one team point
- d) Unsportsmanlike conduct during the prematch period is penalized by the deduction of one match point.

37. Starting a match.

- a) In dual-meet competition, the wrestlers must be ready to go onto the mat when called by the referee and the timekeeper.
- b) The wrestler to be sent onto the mat first shall be determined by the premeet disc toss with the coaches.
- c) If the even-numbered matches (second, fourth, sixth, etc.) are selected, the coach would send a wrestler onto the mat first for the even matches. The opposing team would then send its wrestler onto the mat first for the odd-numbered matches.
- d) After either contestant steps onto the mat, that contestant can be withdrawn or replaced.

C38. Choice of position.

- a) If the wrestler with choice at the beginning of the second period defers, the opponent may select top or bottom.
- b) If the wrestler with the choice at the beginning of the second period does not defer, he may choose neutral only.
- c)** If the wrestler takes his second injury timeout between the second and third periods, his opponent has choice of position to start the beginning of the third period.
- c) The choice of odd or even matches in dual meets is altered in case of a fall, default, forfeit or disqualification.

39. In tournament or dual-meet competition when contestants are tied at the end of three regular periods, the first round of overtime will begin with:

- a) A sudden-victory period of a maximum of one minute.
- b) No rest between the regular match and the sudden-victory period
- c) The wrestler who scores the first point(s) will be declared the winner.
- d)** All of the above.

C40. Overtime sudden-victory period:

- a) If a wrestler in the neutral position is awarded a takedown while meeting a near-fall criterion, wrestling shall continue until a fall or near-fall points are awarded.
- b) Any near-fall points are added to the winner's match score.
- c) If a second nonbleeding injury timeout is taken between the end of the third period and the beginning of the sudden-victory period, and if the wrestler in the offensive position controls (rides) the opponent the entire sudden-victory period, that wrestler shall be declared the winner by virtue of one minute of time advantage.
- d)** All of the above.

C41. The sudden-victory and tiebreaker periods will be regarded as extensions of the regulation match.

- a) All points, penalties, cautions, warnings, timeouts and injury time will not be carried over into the overtimes, however.
- b)** All points, penalties, cautions, warnings, timeouts and injury time will be carried over into the overtimes.
- c) Time advantage from the regulation match also carries over.
- d) All of the above.

42. Regarding overtimes.

- a) If an injury occurs as a result of an illegal act during the sudden-victory period of any round of overtime, the match is not concluded.
- b) If an injury occurs as a result of an illegal act during the tiebreaker periods of any round of overtime, recovery time is not applicable.
- c)** A wrestler who is declared the winner at the end of any round of overtime can lose only by committing flagrant misconduct.
- d) All of the above.

C43. Control of mat area.

- a) All personnel, other than actual participating contestants, shall be restricted to a designated reserved zone.
- b) For dual meets, this reserved zone shall be at least 10 feet from the mat and scorer's table.
- c) For tournaments, an 8-foot restricted zone shall be placed in any two corners of the mat. The 8 feet should be measured from the corner, along a line connecting the center to that corner.
- d) All of the above.**

C44. Coaches and Medical Personnel. Coaches:

- a) Can never approach the scorer's table to correct the score or time or to ask for an interpretation of score or time.
- b) Can never approach the scorer's table to question the referee's application of a rule.
- c) Can never move toward the mat during a charged timeout or at the end of a match.
- d) Medical personnel may leave the restricted zone only during an injury timeout.**

C45. Failure to comply with Control of Mat Area Violations will be treated in the following manner:

- a) First violation—warning; second violation—warning; third violation—deduct one team point.**
- b) First violation—warning; second violation—deduct one team point; third violation—deduct one team point
- c) Fourth and subsequent violations—deduct one team point and remove individual(s) involved from the premises.
- d) Penalties for control of the mat area and for questioning the referee shall not be cumulative and sequential.

C46. If there is an error on the part of the timekeeper, scorers or referee, the error shall be:

- a) Corrected by the referee and the referee will inform the wrestlers, coaches and announcer of the correction.
- b) Corrected during a dual meet by the referee before the start of a subsequent match.
- c) Corrected before the referee has signed the scorebook if the error occurred during the last match of a dual meet.
- d) All of the above.**

C47. When a coach believes the referee has misapplied a rule:

- a) The coach may approach the scorer's table and request that the match be stopped when there is no significant action.
- b) The referee and coach shall discuss the situation in a rational manner directly in front of the scorer's table.
- c) And there was no misapplication error, the referee shall determine the coach's action as intentional delay of the match and shall penalize the coach.
- d) All of the above.**

C48. Forfeits and Defaults.

- a) A contestant who sustains injury or becomes ill during the course of tournament competition can not request a medical forfeit in subsequent rounds of the tournament.
- b) A forfeit shall not eliminate a contestant from further competition in that tournament.
- c)** A default is awarded in a match when one of the wrestlers is unable to continue due to an injury or by choice of his or her coach.
- d) None of the above.

49. Rest between matches and scoring.

- a) It is recommended that no contestant wrestle two matches in any tournament with less than 60 minutes of rest between matches.
- b) Match and meet scoring and timing do not need to be kept in plain view of spectators, contestants and coaches.
- c) Technical falls are scored as 5 team points in dual meets if two near falls have been scored by the winner.
- d)** Technical Falls are scored as 4 team points when the winner has not scored a near fall during the match.

C50. A match shall not be stopped to indicate an infraction:

- a) When warning or penalizing either wrestler for stalling in the neutral position.
- b) For warning or penalizing for stalling the defensive wrestler or the offensive (advantage) wrestler while in the standing position.
- c) For locked hands or grasping clothing committed during a successful reversal, escape or takedown;
- d)** All of the above.

C51. A match shall not be stopped to indicate an infraction:

- a) For applying a figure-four scissors around the head from neutral during a successful takedown.
- b) For applying a figure-four scissors around both legs or the body from an advantage position during a successful reversal or escape
- c) For illegal holds, unnecessary roughness or unsportsmanlike conduct during scoring situations, unless it is necessary to prevent an injury. The referee shall stop the match after scoring has occurred or if scoring no longer is imminent.
- d)** All of the above.

52. Unsportsmanlike conduct (UC).

- a) Unsportsmanlike conduct can occur only during a match.
- b)** Swearing is considered UC.
- c) Spitting on the apron of the mat is not UC.
- d) Throwing a contestant's headgear with disgust is not UC.

C53. Penalties for Unsportsmanlike Conduct.

- a) A wrestler called for an act of unsportsmanlike conduct during the pre- or postmatch period will result in the deduction of two team points for the first violation.
- b) The penalty for the second violation will be disqualification, the deduction of two team points, and removal from the premises.
- c)** The penalty for unsportsmanlike conduct by a wrestler during the match will be one point for the first violation, one point for the second violation, two points for the third violation and disqualification for the fourth violation.
- d) Unsportsmanlike conduct before, during or after a match by coaches, athletic trainers, managers, physicians and noncompeting wrestlers will result in a warning for the first violation.

C54. Unnecessary roughness involves physical acts that occur during a match. It includes:

- a). Any act that exceeds normal aggressiveness.
- b) A forceful slap to the head or face, gouging or poking the eyes.
- c) A forceful application of a crossface, a forceful trip, or a forearm or elbow used in a punishing way.
- d)** All of the above.

C55. During all wrestling periods and before and after a match, examples of flagrant misconduct committed by either wrestler include:

- a)** Intentionally elbowing an opponent with the intent to harm.
- b) Taunting.
- c) Having ones singlet top down around the waist while on the mat.
- d) Spitting on the apron.

56. Flagrant misconduct during a match committed by a wrestler results in:

- a) The deduction of two team points from the violator's team points.
- b)** Disqualification of the violator.
- c) The wrestler being confined to the team bench for the rest of the match.
- d) Five team points being awarded to the offended wrestler.

C57. A wrestler disqualified for committing an act of flagrant misconduct in a dual meet:

- a) Shall be suspended from competing until after the team's subsequent event.
- b) Shall be suspended for the first event of the next season if the flagrant misconduct occurs during the last event of the season.
- c) The referee shall alert the National Coordinator of Officials as soon after the match as possible that a flagrant misconduct violation occurred.
- d)** All of the above.

58. Flagrant misconduct:

- a) May consist of nonphysical and physical acts of misbehavior.
- b) In triangular, quadrangular, tournament or similar dual-team events, an individual(s) penalized for flagrant misconduct shall be disqualified and removed

from the premises for the duration of the event, including multiple-day competitions.

- c) The table scorer is required to inform the head coach that a team member, who must be identified by name, has been charged with a flagrant misconduct violation.
- d) All of the above.**

59. The following are true:

- a) Coaches may use tobacco products in the locker room during an event.
- b) The use of tobacco products by coaches or other team personnel on the premises during an event is a flagrant misconduct violation.**
- c) The use of oil or greasy substances can be applied and worn by a wrestler if a medical reason is supplied.
- d) All of the above.

C60. Illegal holds include:

- a) Twisting hammerlock.
- b) In the rear-standing position, the double knee kickback
- c) All body slams.
- d) All of the above.**

C61. Potentially dangerous holds.

- a) Any hold that forces a limb to the limit of the normal range of motion.**
- b) When “potentially dangerous” is called, one penalty point shall be awarded.
- c) It is potentially dangerous as soon as the defensive wrestler is picked up off the mat by the offensive wrestler in the rear standing position.
- d) A potentially dangerous call shall never be made in overtimes.

C62. While wrestling:

- a) Referees should never verbally caution contestants against turning a legal hold into a potentially dangerous or illegal position.
- b) It is the responsibility of contestants, referees and coaches to avoid the use of stalling tactics.**
- c) Action does not need to be maintained when riding your opponent.
- d) Contestants do not have to make an honest attempt to stay near the center of the mat and wrestle aggressively whether in the top, bottom or neutral position.

63. Stalling:

- a) A stalling penalty is preceded by a warning.**
- b) There shall be only two warnings per contestant per match.
- c) When a referee recognizes stalling unquestionably occurring at any time and in any position, the opponent will receive a match point.
- d) All of the above.

64. Technical Violations include:

- a) A figure four scissors applied around the head of an opponent by the offensive wrestler.
- b) A headlock applied without the arm encircled above the elbow.
- c) Fleeing the wrestling area after receiving a warning.
- d) None of the above.**

C65. An injured or ill contestant may be awarded timeout up to a maximum of:

- a) 2 minutes, which is cumulative throughout the match, including overtime periods.
- b) 1½ minutes, which is cumulative throughout the match, including overtime periods.**
- c) 1½ minutes, which is cumulative throughout the match, excluding overtime periods.
- d) 2 minutes, which is cumulative throughout the match, excluding overtime periods.

66. After the second nonbleeding injury timeout taken by a wrestler, the noninjured wrestler is granted the choice of the:

- a) Top or bottom position on the restart.
- b) Neutral position on the restart.
- c) Top, bottom or neutral position on the restart.**
- d) None of the above.

C67. Regarding injury timeouts:

- a) If the second nonbleeding timeout is taken at the conclusion of the third period the opponent would have the choice of any one of the three starting positions at the beginning of the sudden-victory period.
- b) In a similar manner, if the second timeout is taken any time during the sudden-victory period, the opponent will receive the choice of starting position when the match is restarted.
- c) If the second timeout is taken at the conclusion of the sudden-victory period, the opponent shall receive the choice of either top or bottom position at the beginning of the first tiebreaker period.
- d) All of the above.**

68. Regarding injury timeouts:

- a) A third nonbleeding injury timeout will terminate the match.
- b) A fourth nonbleeding injury timeout will terminate the match.
- c) After termination due to injury timeouts, the noninjured wrestler shall be declared the winner by forfeit.
- d) After termination due to injury timeouts, the noninjured wrestler shall be declared the winner by default.**

C69. Regarding timeouts:

- a) Only the referee may call timeout.
- b) The referee shall have the prerogative to stop the match to determine the presence of an injury to a contestant before starting the injury time or recovery time.

- c) If bleeding occurs, the referee shall interrupt the match, except if the bleeding is insignificant and point-scoring action is taking place.
- d)** All of the above.

C70. Bleeding timeouts.

- a) Timeout for bleeding shall count against the wrestler's 1½ minutes of injury time.
- b)** When a student-athlete is bleeding, the bleeding shall be stopped and the open wound covered with a dressing sturdy enough to withstand the demands of activity before the student-athlete may continue participation.
- c) The number and length of timeouts for bleeding is left to the discretion of the referee, but can not exceed five in any match.
- d) If bleeding becomes excessive or causes an inordinate amount of timeouts, the referee, without consultation with the wrestler's coach or athletics trainer, shall have the authority to default the match.

C71. When a contestant returns to the center of the mat ready to wrestle after an injury timeout or recovery timeout:

- a) The referee may never question the contestant's ability to continue.
- b) The referee may never call a referee's timeout for medical consultation.
- c)** The referee may call a timeout for medical consultation, but the timeout occurs only after the contestant's injury time has expired.
- d) The medical personnel may examine, and treat, the contestant during this time.

C72. Injury From Illegal Action

- a) Each time a contestant is injured by an opponent who uses an illegal hold or who commits an act of unnecessary roughness or unsportsmanlike conduct, and is unable to continue, that wrestler is allowed a maximum of one minute of recovery time to be ready to wrestle.
- b)** Each time a contestant is injured by an opponent who uses an illegal hold or who commits an act of unnecessary roughness or unsportsmanlike conduct, and is unable to continue, that wrestler is allowed a maximum of two minutes of recovery time to be ready to wrestle.
- c) Recovery timeout counts against that wrestler's cumulative 1½ minutes of injury time.
- d) If the injured contestant is not able to continue at the end of two minutes of recovery time, then the match is awarded to the injured contestant and scored as a forfeit.

73. A referee who wishes to be eligible to officiate regular season and/or postseason competition must complete the following requirements:

- a) The referee shall register by watching, annually, the NCAA Rules Presentation (DVD) not later than October 19 of each year.
- b) The referee shall attend an in-person NCAA Wrestling Referee Enhancement Program fall clinic once every three years.
- c) The referee shall complete an online examination and receive a minimum passing score of 80 percent.

d) All of the above.

74. An institution using a nonregistered referee shall be subject to any or all of the following penalties:

- a) Monetary fine (\$500 maximum penalty).
- b) Disqualification of head coach for at least two competitions.
- d)** Private or public reprimand.
- d) None of the above.

C75. The jurisdiction of the referee:

- a)** Begins upon arrival at the site of competition and concludes with the signing of the scorebook in dual meets.
- b) Begins upon arrival at the site of competition and concludes with the last match in dual meets.
- c) Begins when the first match begins at the site of competition and concludes after the last match is completed in tournaments.
- d) None of the above.

76. The referee shall:

- a) Be firm in enforcing the letter and spirit of the rules.
- b) Penalize consistently any infractions.
- c) The referee must enforce vigorously and promptly the penalties for the infractions.
- d)** All of the above.

77. The referee may use oral commands like:

- a) Move up green.
- b) Improve red.
- c)** Action.
- d) Center red.

78. In tournament competition, it is recommended that one assistant referee be assigned.

- a) The use of an assistant referee is solely designed to help in scoring.
- b) The assistant referee will stand on the apron farthest away from the scoring table during the match.
- c) The assistant referee will be in control of the match time.
- d)** None of the above.

79. The assistant referee and the referee should discuss questions pertaining to scoring and/or timing:

- a)** In front of the scorer's table.
- b) On the apron, nearest to the home team.
- c) In front of the green coaches' restricted zone.
- c) None of the above.

C80. Before the contestants and coaches come to the mat, the referee shall:

- a) Verbally alert home management of any variance from the stated facility and mat requirements.
- b) Inspect contestants for improper grooming, the presence of oils or greasy substances, long fingernails, objectionable braces, pads or taping, or the wearing of improper warm-ups and/or clothing, finger rings, jewelry, or chewing gum, none of which shall be allowed.
- c) Clarify the rules with coaches and contestants.
- d) All of the above.**