

Wrestling Interpretations

Stalling

Situation 1. Defensive wrestler (Wrestler A), who is attempting to escape, cuts back and faces Wrestler B while going completely out of bounds. Wrestler B is entirely in bounds. At this point the referee awards an escape to Wrestler A.

Question: Should the referee also call a stalling violation to Wrestler A for going out of bounds?

Ruling: No. The stalling violation of completely stepping out of bounds while not engaged in wrestling applies to neutral stalling only. See Rule 5.9.2.

Situation 2. With both wrestlers down on the mat, the offensive wrestler drops to the opponent's lower leg. The defensive wrestler kicks out of this hold and ends up completely out of bounds and referee awards him an escape point.

Question: Should the referee also charge this wrestler with a stalling violation?

Ruling: No. The kick-out/stalling violation applies only to neutral wrestling. See Rule 5.9.2.

Situation 3. Defensive Wrestler A executes a switch while rising to a standing position and ends up with the offensive wrestler's leg in the air. The referee does not award a reversal and riding time continues accruing for Wrestler B. Wrestler A drops Wrestler B's leg and is awarded an escape point. However, Wrestler B ends up completely out of bounds when Wrestler A drops his leg.

Question: Should Wrestler B be charged with a stalling violation for being out of the wrestling area?

Ruling: No. The stalling violation associated with completely being out of the wrestling area applies to neutral wrestling only. See Rule 5.9.2.

Overtimes/Injury Timeouts

Situation 1. Wrestler A takes his first nonbleeding injury timeout between the regulation periods and the sudden-victory period.

Question: Does the referee give Wrestler B choice of top, bottom or neutral at the beginning of the sudden-victory period?

Ruling: Yes. At the restart of wrestling after the first nonbleeding injury timeout, the noninjured wrestler is given choice of position. See Rule 6.1.3.

Situation 2. Between regulation periods and the beginning of the sudden-victory period, Wrestler A is charged with a first nonbleeding injury timeout. At the start of the sudden-victory period, Wrestler

B chooses top and rides Wrestler A for 50 seconds, at which time Wrestler A escapes and is awarded 1 point.

Question: Does Wrestler A win the match?

Ruling: Yes, the escape point terminates wrestling in a sudden victory period.

Situation 3. Wrestler A takes top at the beginning of the sudden-victory period because of a first nonbleeding injury timeout charged to the opponent between the regulation periods and sudden victory, and rides the opponent for 31 seconds before being charged with a nonbleeding injury timeout.

Question: Does Wrestler B have choice at the restart?

Ruling: Yes. See Rule 6.1.3.

Situation 4: Wrestler A takes top at the beginning of the sudden-victory period because of a first nonbleeding injury timeout charged to the opponent between the regulation periods and sudden victory, and rides the opponent for 31 seconds before being charged with a nonbleeding injury timeout. Wrestler B chooses neutral at the restart of the sudden-victory period and no scoring takes place for the remainder of the period.

Question: Does the 31 seconds of earned riding time carry over into the tiebreaker periods and added to the net riding time if needed to determine a winner after two complete overtimes end in a tie.

Ruling: Yes. Although not explicitly stated in the present rules, earned riding time accrued during overtimes should be considered as a discriminator in deciding a winner after two overtimes end in a tie. See Rules 3.10.1 and 3.10.2

Situation 5: Wrestler A takes a first nonbleeding injury timeout in the sudden-victory period of the second round of overtime, and at the restart, Wrestler B chooses the offensive position and accrues 20 seconds of riding time at the end of the sudden-victory period.

Question: Does the 20 seconds carry-over and determine the winner.

Ruling: Yes, the total net riding time for both rounds of overtimes shall be used to determine a winner. See Rules 3.10.1 and 3.10.2

Situation 6. In a tie-breaker period, Wrestler A is charged with a second nonbleeding injury timeout. A point is awarded to Wrestler B.

Question: Does this terminate wrestling with Wrestler B declared the winner?

Ruling: No. Both tie-breaker periods in a given round of overtime must be wrestled in order to determine a winner unless a fall or technical fall was earned. See Rule 3.10.1.

Situation 7: Wrestler A appears on the mat ready to wrestle when the referee determines that the contestant does not comply with the required rules as to appearance and/or equipment. The referee charges Wrestler A with a nonbleeding injury timeout, and signals to start the injury timeout clock. (See Rule 1.15.3). It takes Wrestler A 50 seconds to become compliant with the rules.

Question: Does Wrestler B have choice of starting position when wrestling restarts?

Ruling: Rule 6.1.3 is interpreted to mean that once the first nonbleeding injury timeout is taken by a wrestler at any time, the opponent is given the choice of the top, bottom or neutral positions when wrestling begins.

Situation 8. Wrestler A accumulates 15 seconds of riding time at the end of the sudden-victory period in the first round of overtime. No scoring or net riding time occurs in the two tiebreaker periods of the first round of overtime. Ten seconds into the sudden-victory period of the second round of overtimes, wrestler B is charged a first nonbleeding injury timeout. At the restart, Wrestler A chooses the offensive or top position and maintains the offensive position for the remainder of that sudden-victory period.

Question: Since the net riding time for Wrestler A is 65 seconds, does Wrestler A win.

Ruling: Yes, anytime a wrestler accrues 60 or more seconds at the end of a sudden-victory period that wrestler is awarded a point, and in the case given above, it is the only point awarded. See Situation 1, on page WI-8, and Situation 2, on page WI-16.