

## Answers to week 2, rules 3 & 5

### 1 - Rule 3, Section 1, Article 4 a-f on page 12

- 1) Subjective answers - Perform skin check
- 2) Have the head coach verify all wrestlers will be ready to wrestle
- 3) Review procedures with score keeper and timer
- 4) Meet with head coaches & captains regarding good sportsmanship
- 5) Clarify rules with coaches & wrestlers upon request
- 6) Inspect contestants for various things – most of this is part of #1 groom check

### 2 – Rule 3, Section 1, Article 8 on page 12

- 1) Award points
- 2) Blow whistle
- 3) Signal out of bounds
- 4) Signal stop the match

3 – Rule 3, Section 1, Article 13 states “The referee has the authority to rule promptly , and in the spirit of good sportsmanship, on any situation not specifically covered in the rules.”

### 4- Rule 3, Section 1, Article 14

In a position to monitor the appropriate clock(usually their watch) and the wrestlers

### 5 – Rule 3, Section 1, Article 14

At 1 minute time left and 30 seconds time left

### 6 – Quadrant 4, 6, 5

7 – Use the signal in quadrant 7 to notify the timer to stop the timeout

8 – Rule 3, Section 2, Article 2d, locking hands or grasping clothing

9 – Rule 3, Section 2, Article 2f, meet briefly on the edge of mat, away from wrestlers, coaches, and scorer’s table

10 – Rule 3, Section 2, Article 1 – minimize human error in matters of rule application and judgement

11 – Rule 5, Section 1, Article 1 – Bad time is wrestled with the wrestlers in the wrong position or the wrong wrestler being given choice of position

12 – Rule 5, Section 5, Article 1 – Coach misconduct occurs when a coach improperly questions the referee at the scorer’s table

13 – Rule 5, Section 5, Article 2 – Head Coach

14 – Rule 5, Section 5, Article 3a,b,c – warning, deduct 1 team point, deduct 2 team points and removal of head coach for remainder of day. New sequence next day

15 – Rule 5, Section 6, Article 1 – “restraining power”

16 – Rule 5, Section 10, defensive wrestler gains a neutral position, offensive wrestler has lost control beyond reaction time, while supporting points of either wrestler are inbounds

17 – Not specifically defined in Rule Book. See page 84 in case manual. It depends upon the circumstance. General rule of thumb is a one – one thousand count, definitely never more than 2 seconds.

18 – Rule 5, Section 11, Article 2a – any part of both shoulders or both scapula of the defensive wrestler are held within 4 inches of the mat or less, when 1 shoulder or scapula of the defensive wrestler is touching the mat and the other shoulder or scapula is held at an angle of 45 degrees or less with the mat, high bridge or both elbows

19 – Rule 5, Section 11, Article 2f – Defensive wrestler is injured (“scream rule” indicates injury) or bleeding occurs in an imminent near fall or before the 2 point near fall criteria, match is stopped and 2 point near fall is awarded. Tap Out?

20 – Read page 89 (#4) in the Case Manual – Always verbally caution “Keep it Legal” “Keep it Safe” any potentially dangerous hold. If you stop the match because its potentially dangerous (limit of normal range of movement) and you think it could injure the wrestler, there is no imminent near fall points.

21 – Actually 2 scenarios, quadrant 7 and quadrant 27

22 – Rule 5, Section 12, Article 2a – Flagrant is any physical or nonphysical act which occurs before, during or after a match considered by the referee to be serious enough to disqualify a contestant from the match and any additional wrestling in a multi school event

23 – Rule 5, Section 12, Article 2b,c – Striking, Butting, Elbowing, Kicking, Use of tobacco products and biting

24 – Rule 5, Section 15, Article 1 – Inbounds if all the supporting points of either wrestler are inside or on the boundary lines

25 – Rule 5, Section 15, Article 2a – both knees, side of thigh, buttocks, the hand(s) head

26 – Rule 5, Section 15, Article 2b – True – while the defensive wrestler is on their back, ANY part of the defensive wrestler’s shoulder or scapula is considered to be ALL the supporting points

27 – Rule 5, Section 19, Article 1 – “restraining power”

28 – Rule 5, Section 19, Article 2, both knees are ON the mat, parallel and behind the rear line, HEELS of both hands in front of the forward line, elbows shall not touch the mat.

29 – Rule 5, Section 19, Article 5 – right or left side with at least 1 knee on the mat on the same side he places the palm of his hand on or over the back of the near elbow. Head shall be on or above the mid-line of the opponents back. Other arm is placed loosely around the defensive wrestlers body with the palm of the hand placed loosely over the defensive wrestlers naval. A knee or foot may be placed behind the defensive wrestlers feet, but the legs or feet may NOT be in contact with the defensive wrestler. No foot or knee is allowed between the opponent’s feet, nor straddle the opponent

- 30 – Rule 5, Section 19, Article 4 - True as long as it's not in front of lead foot
- 31 – Rule 5, Section 19, Article 6 – True, 1-point escape and neutral
- 32 – Rule 5, Section 19, Article 7 – Either side or behind, supporting all their weight on both feet, 1 or both knees, hands on back with both thumbs touching and only the hands may be in contact with defensive wrestler. No foot, feet or knee is allowed between the opponent's feet or legs, nor straddle the opponent. Must notify the referee, then the referee notifies the defensive wrestler
- 33 – Rule 5, Section 20, True, "Keep it Legal"
- 34 – Rule 5, Section 23, Other than a pinning situation which neither wrestler can improve. Stop match and resume same positions.
- 35 – Rule 5, Section 24, Article 7 – No stalling when overpowered
- 36 – Rule 5, Section 25, Article 2 – True, 1 or both knees of the defensive wrestler touching the mat beyond reaction time is a takedown
- 37 – Rule 5, Section 27, Article 1 – Intentionally fleeing the mat or forcing opponent out of the wrestling area, grasping clothing/mat or headgear, locking/overlapping hands/fingers/arms, , leaving wrestling area without referee's permission, reporting to scorer's table not properly equipped, ready to wrestle, or any equipment that is detected as being illegal after the match has started.
- 38 – Rule 5, Section 28, Article 1,2,3 – Injury is 1 ½ minutes cumulative from a legal move, 2 maximum. Blood is 5 minutes cumulative. Recovery is 2 minutes from illegal move, unnecessary roughness or unsportsmanlike conduct, per occurrence
- 39 – Quadrant 26
- 40 – Rule 5, Section 30, Article 2 – Physical or non-physical acts that can occur before, during or after a match. Involves many things including failure to keep singlet up while on the mat.
- 41 – Case Manual page 9, 3.1.3 Situation B – Deduct 3 team points and offending coach is removed from premises. File report with CIF
- 42 – Case Manual page 23, 5.1.1 Situation A – Yes, Bad Time. Errors requiring bad time to be re-wrestled must be corrected prior to the start of any subsequent period.
- 43 – Case Manual page 24, 5.11.2 Situation A – Yes
- 44 – Case Manual page 26, 5.11.4 Situation A – No, do not stop the match and let the wrestler try to earn the Fall.
- 45 – Case Manual page 27, 5.14.2 Situation A – Stop match and call illegal hold/maneuver penalty. Anytime you have pressure over mouth/nose/throat/neck that restricts breathing or circulation, its illegal.
- 46 – Case Manual page 28, 5.15.2 Situation B – This doesn't apply anymore with the new near fall/fall rule because a near fall would be earned. The Case Manual was not updated for the new fall & near fall rules.
- 47 – Case Manual page 30, 5.19.5 Situation A – Yes, conventional, optional or neutral is allowed

48 – Case Manual page 31, 5.22.1 Situation B – No, as long as the offensive wrestler keeps the hands locked in a cradle, there is no change of control

49 – Case Manual page 32, 5.25.1 Situation B – No, control must be established before the out of bounds call is made to secure a takedown

50 – Case Manual page 32, 5.25.1 Situation E. In the Rule Book, Illustrations begin on page 61 and end on page 80. On page 66, quadrants 27 & 28

51 – Case Manual page 23, 5.7 Situation – No, when the match is defaulted by the coach or wrestler, the match is over

52 – Case Manual, page 24, 5.10. Situation D – 1-point escape

53 – Case Manual page 24, 5.10 Situation A – The answer is b) “more than an arm’s length away” can be difficult to judge. Also, the referee must judge if the wrestler is trying to follow up to maintain the advantage. Also, if the referee feels the escaping wrestler uses the boundary in order to stop wrestling after stripping the hands, there is no escape. Both wrestlers must wrestle aggressively to stay inbounds