



MEMORANDUM

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TO: Head Wrestling Coaches and Conference Commissioners at Conferences
That Sponsor Wrestling

FROM: Dave Martin, chair
NCAA Wrestling Committee

Ron Beaschler, in-coming secretary-rules editor
NCAA Wrestling Committee.

SUBJECT: Answers to Questions Regarding Rules Changes.

During the rules session of the recent NWCA convention, several questions were raised regarding the new rules changes and how they would be called this season - specifically changes to the stalling and the injury timeout rules.

This message is being sent to head wrestling coaches, conference commissioners and registered referees to communicate the same message of explanation from the NCAA Wrestling Committee to all contingencies. The rules have been quoted from the 2011-12 and 2012-13 Wrestling Rules and Interpretations book.

In addition, please note the following corrections to Page WR-4 in your new rules book:

- Ron Beaschler's office phone number is 419/772-2453. Please add his cell number, 567/674-5133.
- Dave Martin's correct email address is wrestle@okstate.edu.

Questions should be directed to [Ron Beaschler](#), incoming secretary-rules editor, at either of the numbers listed above or to [Pat McCormick](#), national coordinator of officials, at 757/728-6867.

DM/RB:jr

cc: Mr. Bob Bubb
NCAA Wrestling Committee
NCAA Registered Referees
Selected NCAA Staff Members

Attachment

National Collegiate Athletic Association

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5.9 STALLING

5.9.1 *Initiating Action.* **Action** is to be **maintained** throughout the match by the contestants **staying near the center of the mat** and wrestling **aggressively** in all positions (top, bottom or neutral). Stalling is defined as one or both wrestlers **attempting to avoid wrestling action** as an offensive or defensive strategy. When a referee recognizes stalling, the first violation will be a warning, the second and subsequent violations will result in one point being awarded to the opponent. A “double stalling” violation is given when both wrestlers fail to initiate an offense. (See Penalty Table for sequence of penalties.)

The bolded and underlined words above (**Action**, **maintained**, **staying near the center of the mat**, **aggressively**, **attempting to avoid wrestling action**) are the key identifiable words. If a wrestler is **actively** wrestling in the middle of the mat, they are in a better position to avoid being called for stalling than if they are continually wrestling on the edge of the mat. If a wrestler is not active and continually wrestles on the edge of the mat, they are more likely to be called for stalling.

5.9.2 *Neutral Position Stalling.* Each wrestler must attempt to **work toward the center** of the mat and continue wrestling in an **attempt** to secure a takedown, regardless of the time or score of the match. Stalling in the neutral position is defined as follows:

5.9.2.1 Continually **backing away** from the opponent without creating offensive action.

5.9.2.2 Near the edge of the 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.

5.9.2.3 A wrestler shall be called for **stalling** if kicking out from a lower leg hold when this action results in the **defending wrestler going out of the wrestling area**.

5.9.2.4 Fleeing or attempting to flee the wrestling area as a means of **avoiding** being scored upon. (See Rule 5.13.)

The basic intent of Rule 5.9.2 is to ensure that both wrestlers are making an honest attempt to wrestle near the center of the mat. At the same time, the rule is not intended to punish a wrestler for moving to set up the opponent and to get out of a tie-up; however, the repeated movement away from the opponent without attempting a takedown is stalling. Therefore, if a wrestler repeatedly backs out of the center with no obvious reason other than to avoid contact, that wrestler is stalling. Backing out of the center after making contact to avoid an under-hook or body lock is not stalling as long as the defensive counter is followed with an offensive attack. Moving away from the center of the mat after making contact is not stalling as long as movement is followed by an offensive attack.

The coaches also asked for an explanation of active and non-active kick-outs. Quoted below is the rule reference with two situations to help explain how each will be called.

5.9.2.3 A wrestler shall be called for **stalling** if kicking out from a lower leg hold when this action results in the **defending wrestler going out of the wrestling area**.

SITUATION 1: Wrestler A has Wrestler B’s leg in the air near the edge of the mat. Wrestler B turns and kicks out and Wrestler B’s body completely goes out of bounds.

QUESTION: Should either wrestler be called for stalling? **RULING:** Wrestler B should be called for stalling in this situation for kicking out of a lower leg hold and the action resulted in his body going out of the wrestling area.

SITUATION 2: Wrestler A has Wrestler B's leg in the air in the middle of the mat and is aggressively trying to return Wrestler B to the mat. Wrestler B turns and kicks out with his body remaining in bounds and he immediately turns and faces Wrestler A and engages him in an offensive attack. **QUESTION:** Should either wrestler be called for stalling? **RULING:** Neither wrestler should be called for stalling in this situation as they both are wrestling aggressively, maintaining action and remained within the wrestling area.

The coaches asked for a definition of “repeatedly” used in Rules 5.9.3.4 and 5.9.3.6, quoted below. The three questions and rulings explain each of three situations below.

5.9.3.4 **Repeatedly** grasping or interlocking hands around a leg without attempting an offensive move.

5.9.3.6 **Repeatedly** applying the legs while in the rear-standing position is stalling. With the defensive wrestler in a standing position, the offensive wrestler is allowed reaction time to attempt to bring the opponent back to the mat.

SITUATION 1: Wrestler A has legs on Wrestler B. Wrestler B stands up with the legs still on and Wrestler B stops actively trying to escape or reverse Wrestler A. The referee stops the match for a stalemate. Wrestler A again applies the legs on Wrestler B while on the mat. Wrestler B again stands up and does not actively pursue an escape or reversal. **QUESTION:** Who should be called for stalling? **RULING:** Wrestler B should be called for stalling for repeatedly standing up to break a legal move while NOT actively pursuing an escape or reversal.

SITUATION 2: Wrestler B aggressively stands up and then Wrestler A applies the legs and actively returns Wrestler B to the mat. Wrestler B again aggressively stands up and Wrestler A again actively returns Wrestler B to the mat and continues to wrestle. This situation occurs repeatedly throughout the match. **QUESTION:** Who should be called for stalling? **RULING:** Neither wrestler should be called for stalling in this situation as they both are maintaining action and wrestling aggressively.

SITUATION 3: The defensive wrestler stands up and controls the offensive wrestler's hands. The offensive wrestler attempts to bring the defensive wrestler to the mat, but is unable to do so. **QUESTION:** Should the offensive wrestler be called for stalling? **RULING:** The offensive wrestler shall not be called for stalling in this situation because the offensive wrestler is aggressively attempting to improve and return the defensive wrestler to the mat.

The coaches asked what could happen in the event of an injury and how will the referee reach a determination if an injury timeout needs to be taken. The situation further explains what is in bold type and underlined in the text of the rule.

6.1 TIMEOUT

6.1.2 Calling Timeout. Only the referee may call timeout. Additionally, 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. Coaching is permitted during injury timeouts.

SITUATION 1: A wrestler returns to the center of the mat with the intent of continuing to wrestle. The referee questions the wrestler's ability to continue and feels that the wrestler may be injured. **QUESTION:** Is the referee required to use the contestants injury timeout to have the wrestler examined by medical personnel for consultation? **RULING:** As indicated in Rule 6.1.2, the official has the prerogative to stop the match to determine the presence of an injury to a contestant before starting the injury time or recovery time. The medical personnel may examine, but not treat, the contestant during this time.

6.1.5 Referee Timeout. When a contestant returns to the center of the mat ready to wrestle after an injury timeout or recovery timeout and the referee questions the contestant's ability to continue, the referee may call a referee's timeout for medical consultation. The referee's timeout occurs only after the contestant's injury time has expired. The medical personnel may examine, but not treat, the contestant during this time.

SITUATION 1: A wrestler is injured. After being attended to, the wrestler returns to the center of the mat with the intent of continuing to wrestle. The referee has indicated that the injury-time clock be stopped. The wrestler has used one minute of injury time. The referee questions the injured wrestler's ability to continue. **QUESTION:** How does the referee use an official timeout to have the wrestler examined by medical personnel for consultation? **RULING:** As indicated in Rule 6.1.5, the official timeout is to be used in this situation only after the wrestler has used the entire 1½ minutes of injury time. In this situation, the referee would indicate that the wrestler's injury time be restarted and would call for examination by medical personnel. If the remainder of the wrestler's injury time is used and the medical examination has not been completed, the referee will use a referee's timeout at this point.

The coaches asked what if an injury occurs as the result of an illegal move. The situation further explains what is in bold type and underlined in the text of the rule.

6.4 Injury From Illegal Action. 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. This time does not count against that wrestler's cumulative 1½ minutes of injury time. If that 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 default. (See Rule 6.1.7.) However, if the injured contestant recovers and wrestling resumes, that contestant then cannot be awarded the match by default for this illegal action.

5.6.1 Prematch, Match or Postmatch Period. During the prematch, match or postmatch period, flagrant misconduct committed by either wrestler, such as intentionally striking

an opponent, **deliberately attempting to injure an opponent**, or any act serious enough to **disqualify a wrestler from an event**, shall be penalized by the **deduction of one team point, disqualification of that contestant, removal from the premises, the opponent declared the winner** and six team points awarded. For tournaments, a team point shall be deducted from the offender's team score, the opponent declared the winner and two team points awarded for advancement. (For flagrant misconduct in overtime, see Rule 3.10.7.)

6.1.8 Displacement of Contact Lens. Time used to **recover or replace** a dislodged or lost contact lens may be charged against a contestant's 1½ minutes of injury time and count as an injury timeout, if the referee determines that this disrupts the flow of the match.

SITUATION 1: A wrestler is accidentally poked in the eye and dislodges his contact lens. **QUESTION:** Does the referee use an official timeout to have the wrestler readjust his contact lens? **RULING:** As indicated in Rule 6.1.8, the official timeout is to be used in this situation **only** if the contestant needs to go **recover or replace** a dislodged or lost contact lens. If the contestant can **momentarily adjust/place** the lens back in his eye without returning to the corner of the mat for assistance then the referee would not need to charge a timeout to a contestant. In this situation the referee shall be more sensitive to a contestant's hands to the face to avoid the eye being poked.

The coaches asked if a wrestler could refuse an injury timeout that the referee calls. The answer is, "No." Referees have the responsibility for conducting bouts in the best interest of the wrestlers and the sport, as listed in Referees' Code of Conduct (See Rule 7). Quoted below are two rules that establish the authority of the official to call a timeout at their discretion.

6.1.2 Calling Timeout. **Only the referee may call timeout**. Additionally, 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**. Coaching is permitted during injury timeouts. (See Rule 6.1.3.)

7.3.2 Control and Judgment. On **matters of judgment**, **the referee shall have full control of the meet**. The **referee's decisions shall be final**; however, a referee may immediately change a call during a match if the referee feels the original call was in error. (See Rule 3.11.3.)