

Freestyle Passivity & Step-out

Step-out

If the wrestlers are in par terre, there is no step-out for going out-of-bounds.

If a wrestler under attack steps over the line first, wait for the attack to finish. If the attack succeeds, score the attack. If the attack fails, score 1 for the attacker.

If an attacking wrestler steps out first, during an attack, wait for the result of the attack. If the attack succeeds, score the attack. If the attack fails, return to center, no point.

If a wrestler shoves/pushes to opponent out-of-bounds, there will be no score.

A wrestler who backs up several steps then over the line may be called for fleeing the mat. A wrestler who drops to their knee(s) to avoid stepping out may be called for stepping out or fleeing the hold, if they cross the line.

Passivity

To encourage wrestling and fight passivity the referee will use commands to stimulate action. The referee will use commands such as; contact, action, take hold. When confirmed (3-man), the referee will stop the match and give an "Attention" to the passive wrestler. Upon the 2nd and subsequent occurrences, by the passive wrestler, the referee will stop the match and place the passive wrestler on the "shot clock". The passive wrestler will have 30-seconds to score. If there is a score by either wrestler during the clock, the penalty is waived. If there is no score, the passive wrestler will be Cautioned and 1 point to the opponent. The match will stop with 1 minute remaining in the 1st period, if there is no score and the passive wrestler will be put on the clock.

Greco-Roman Passivity & Step-out

Step-out

If the wrestlers are in par terre, there is no step-out for going out-of-bounds.

If a wrestler under attack steps over the line first, wait for the attack to finish. If the attack succeeds, score the attack. If the attack fails, score 1 for the attacker.

If an attacking wrestler steps out first, during an attack, wait for the result of the attack. If the attack succeeds, score the attack. If the attack fails, return to center, no point.

If a wrestler shoves/pushes to opponent out-of-bounds, there will be no score.

A wrestler who backs up several steps then over the line may be called for fleeing the mat. A wrestler who drops to their knee(s) to avoid stepping out may be called for stepping out or fleeing the hold, if they cross the line.

Passivity

If a wrestler is being passive, (blocking out, grabbing fingers/hands, avoiding wrestling...), the referee will use commands to stimulate wrestling. If passivity continues, the referee will, when confirmed (3-man), give a warning to the offending wrestler without stopping the match. The second offense will also receive a warning. On the third offense a point will be given to the opponent. For each successive offense, a point will be given. There is no limit to how many passives may be given.