

HONG KONG CHINA WRESTLING ASSOCIATION HANDBOOK*



*The official UWW rule book supersedes this publication at all times. This rule book does not reflect rule modifications for UWW qualifiers or international competitions.

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Foreword

Wrestling, like all other sports, obeys rules that constitute the “Rule of the Game” and define its practice, the aim of which is to “pin” the opponent or to win by scoring more points.

Greco-Roman (GR) and Freestyle (FS) wrestling basically differ as follows: In Greco-Roman Wrestling, it is strictly forbidden to grasp the opponent below the beltline or to trip him, or to use the legs actively on his opponent to perform any action. However, in Freestyle and Women’s Wrestling (WW), it is permissible to grasp the legs of the opponent, to trip him or her, and to use the legs actively to perform any action. Beach Wrestling is subject to specific regulations that are not addressed in this publication.

Frequently modified and always subject to further modification, the rules set forth herein must be known and accepted by all wrestlers, coaches, referees, and leaders. They call upon those who practice the sport to fight totally and universally, with complete honesty and fair play for the pleasure of the spectators. This rulebook is being continually updated.

Modern Wrestling

This rule book contains the Hong Kong China Wrestling Association rules pertaining to Greco-Roman, Freestyle, and Women's Wrestling, as dictated by the international governing body of wrestling, United World Wrestling (UWW).

At all Hong Kong China Wrestling Association age-level District and national championships that have no World Team Trials component, UWW scoring rules and prohibitions shall be in effect. Hong Kong China Wrestling Association may have modifications to weigh-in procedures, uniforms, bracket system, etc., to be included in this rulebook.

All Senior, U23 and UWW age group events (including all world team trials events) sanctioned in HKCWA will adhere to the UWW rules with some modifications to the pairings procedures, weigh-ins, and protest procedures.

This rulebook is fluid--UWW makes adjustments to the rules periodically to help the sport adapt to changes it sees during higher-level competitions, which trickle down to all levels in our domestic system. The rules are generally made with the Senior athlete in mind, but appropriate modifications may be made to these rules by Hong Kong China Wrestling Association to cater towards the ability and safety of younger athletes.

Regardless of what rules are utilized, there are some basic principles that govern wrestling and the application of any rules currently in place or that shall be adopted in the future. The principles are as follows:

Universal wrestling: Universal wrestling is a quality that enriches the sport. Universal wrestling requires a variety of actions and holds and the development of new techniques. It applies to wrestling in the standing and par terre positions. The wrestler must strive to master the techniques involved in as many scoring actions as possible. The wrestler, who exhibits diversity in their performance throughout the match, is wrestling universally. This mentality exists in both offensive and defensive situations where wrestlers are expected to attack and counterattack continuously during the match. Officials will use tactics, commands, and strict application of the rules to see that the ideals of total universal wrestling are obeyed.

Passivity: Penalty for not actively scoring points or attempting to score points. Any attempt to avoid wrestling — by blocking, by pushing, by going out of bounds, by “playing the edge” can be deemed to be passivity. In matches where neither athlete is scoring many points, passivity can be called to help stimulate scoring. Passivity is not to be confused with “fleeing.”

Risk: Risk is the willingness of the wrestler to expose themselves to the possible loss of position or points during attempts to score against their opponents. The courage to take risks is the quality of a strong wrestler. The coach must insist upon the development of this quality and instill this quality in all wrestlers. The concept of risk in wrestling should not be misinterpreted; it does not mean that the wrestler can execute a hold improperly and not lose points or the advantage of their position.

Weigh-In Procedure

No wrestler may be accepted at the weigh-in if they have not undergone a medical examination within the time period stipulated in the regulations governing the competition in question. Medical examinations are always performed before the weigh-in at all levels of competition.

Medical examinations shall be conducted with the wrestler's singlet worn as it would be in competition, i.e. shoulder straps up.

Wrestlers must show their HKCWA card and registration form to receive a weigh-in card. The contestants will be weighed wearing their “competition singlet* without modifications and without their shoes after having been examined by qualified trainers and/or physicians who are obliged to eliminate any wrestler who presents any danger of contagious disease.

No weight tolerance will be allowed for the singlet at any age level.

Wrestlers should not be allowed to change out of their singlets into their normal attire in the weigh-in area. The wrestlers should be directed to a private area away from the weigh-in area to change their clothes. Contestants must be in perfect physical condition, with their fingernails cut very short. A wrestler's face and/or head hair (if short in appearance) must be cleanly shaven or have growth that is non-abrasive.

For all the competitions, wrestlers may only weigh in at one weight.

Any means of drastic weight reduction is strictly prohibited. The practice of dehydration by use of rubber, plastic, or rubberized nylon suits, hot rooms, hot showers, hot boxes, saunas, steam rooms, heating devices, diuretics, emetics, laxatives, excessive food or fluid restriction and self-induced vomiting is a violation of Hong Kong China Wrestling Association

rules. Violation of these rules shall cause the individual(s) to be disqualified from the competition. Athletes may not leave the weigh-in area or initiate any activity as a means of weight reduction.

For 16U & Junior Division National Championships multiple-day weigh-ins have been adopted and weigh-ins shall occur a maximum of 4 hours prior to initial competition. For the second day, weigh-in a 2 lb allowance shall be given.

For the Kids FS/GR Nationals and Kids/16U District Competitions, weigh-ins shall occur as established by the Kids/Cadet Council and Region Councils, respectively. For Kids/16U Region competition, an athlete may weigh in for both styles at the first style's initial weigh-in if competing in the first style. For National Competition in the Kids Division, wrestlers need only weigh in once if competing in both styles. For any District or National Championship, any weigh-in shall only be valid the day of weigh-ins plus 2 additional days.

For all Junior Division Districts, weigh-ins shall occur a maximum of three and a minimum of two hours prior to competition on the first day of competition, and athletes may weigh-in for both styles at the first style's initial weigh-in if competing in the first style. For all other divisions weigh-ins shall occur as established by their respective National Councils or Sports Committee.

For all Kids, 16U, U17, Junior, U20, and U23 division District and national events, weigh-ins shall begin at the designated time to conclusion, except when the competition is a qualifying event for a World level competition. In that case, UWW rules shall apply, with Hong Kong China Wrestling Association modifications:

All athletes must be present at the beginning of the designated weigh-in time. Athletes shall have two consecutive attempts to make weight, the initial attempt when called to the scale and an immediate challenge of another tournament-provided scale or designated "over" scale located in close proximity to the initial weigh-in scale(s).

All Senior, U17, U20, and U23 events have adopted a two-day weigh-in format. The first weigh-in will occur the morning of the first day of competition and shall last 30 minutes; all athletes must attain scratch weight. The second weigh-in will occur the morning of the second day of competition and will only involve the competitors still active in the weight category; this weigh-in shall only last for 15 minutes unless otherwise noted. Athletes must attain scratch weight for the second weigh-in.

For Kids, 16U, U17, and Junior divisions, a wrestler who does not weigh in, or fails to make weight according to the above restrictions, cannot place and is eliminated. No other athletes may be moved up, outside the final four in each pool, for placing purposes. This rule does not apply to wrestlers issued a red medical alert form. All competitors in Masters Class C, D, and E must present a letter of medical clearance at Hong Kong China Wrestling Association National Events medical check to weigh in that states the competitor is cleared to compete without any restriction. The letter must state that the competitor has the cardiovascular ability to compete in an intense, vigorous competition per UWW Regulations. The letter must be dated within 90 days of competition. The letter must clearly identify the location and contact information of the MD or DO who authorized the athlete for competition.

*Officials responsible for the weigh-in must check that the wrestler's singlet is the singlet they will use for the competition. The singlet must be coloured predominantly a clearly distinguishable shade of red or blue or one that mimics the UWW colour scheme assuming the following criteria are met:

The dominant colour of red singlets shall be comprised of white, orange, pink, red, yellow, brown, or gold AND include the 3 colour band markings as described below.

The dominant colour of blue singlets shall be black, blue, green, grey, purple, or silver, AND include the 3 colour band markings as described below.

For 16U and Junior Division National Championships athletes must wear their state-approved singlet. For males, only a high cut is allowed. *Athletes competing in HKCWA Senior Team Trials shall be required to wear the "high cut" singlet as stipulated by UWW. The use of a low cut or two-piece singlet/uniform is not allowed at any Freestyle or Greco-Roman HKCWA District or National Championship. For any District, national, or international competitions held in HKCWA, female competitors in all age divisions must wear a women's cut singlet.*

The Bout

The use of protective headgear of the type required for scholastic wrestling is authorized and recommended in Junior, 16U, and U17 competitions. Headgear is allowed in U20, Masters, Senior, and U23 competitions. Headgear is **recommended, but not required** for all age groups and all styles of wrestling in all HKCWA

competitions. It is no longer required that headgear be removed in the UWW or HKCWA age divisions at the request of the opponent. In any division, a face mask is allowed only to protect an existing injury, or an injury occurring during the bout, and must be prescribed by a medical doctor or the event's chief medical officer. Wrestlers must wear shoes designed specifically for wrestling, with firm ankle support. Furthermore, competitors are required to tape their shoelaces down (wrestlers must provide their own tape) or wear a wrestling shoe fixed with an apparatus that prevents unfastening of the laces. If the laces of a wrestler come undone during a match, that wrestler can be penalised by his/her opponent receiving one point.

Women wrestlers must wear a properly fitting sports bra underneath their singlets.

All wrestlers are prohibited to:

Wear bandages on wrists, arms, or ankles except in the case of injury and on the chief medical officer's or head athletic trainer's orders. These bandages must be covered with elastic straps. Hard (knee) braces must be covered with a minimum of 1/2 inch closed-cell neoprene padding. Currently, HKCWA modifications allow for the wearing of the "stocking" knee pad in FS and Greco as long as the skin is visible above and below the covering. There must be a pad at the knee. The chief medical officer or head athletic trainer (or if unavailable, the head wrestling official), prior to competition, has final approval for any accessory taping or protective equipment.

Wearing any tape on only one finger. Tape can be worn to provide support to two or more fingers. Again, the chief medical officer or head athletic trainer has final approval of any accessory taping worn by the athlete. Apply any greasy or sticky substance to the body. Arrive at the mat perspiring for the beginning of the first or second periods of a match. It is the responsibility of the coach and the wrestler to report dry and "toweled down". Referees may not mandate that wrestlers "dry off" during the middle of a period.

It is forbidden to wear earrings, barrettes, bracelets, rings, or any metal or rigid object, as well as men's wrestling singlet with a T-shirt underneath. Female wrestlers are prohibited from wearing underwire bras. Female wrestlers, due to their cultural or personal beliefs, are allowed to wear a classical wrestling uniform as stipulated by UWW. This uniform includes:

Two or one-piece bodysuit consisting of long leggings/tight pants and a long-sleeved tight shirt (blue / Red).

The standard ear guard should be soft and does not have any metal or hard objects.

If the female wrestler opts to wear hair protection, the hair covering must be nylon or other suitable stretch fabric and covered under the ear guard.

Standard wrestling shoes.



The wrestlers must come to the mat fully dressed and prepared to wrestle. If the athletes do not come to the match prepared, they are allowed one minute to conform to the rules, otherwise risking disqualification from the match. Under no circumstances are the athletes allowed to change their singlet mat-side—this must be done in a private area at the arena.

The Mat

The official international mat consists of four distinct areas:

The **Center area**, which is a 7-meter diameter circle.

The **Starting area**, which is a one-meter circle in the very center of the mat.

The **Passivity zone**, which is a one-meter band around the perimeter of the Center area.

The passivity zone may be marked by taping a line of dashes inside the out-of-bounds line.

The **Protection area**, which should extend a minimum of 1.5 meters beyond the Passivity zone.

When standing, the contestants start in the middle, facing each other about a meter apart. It is not mandatory that the athletes begin the match or subsequent restarts on any "starting" lines.

One corner of the mat should be marked in red and the other in blue, so the wrestlers and the coaches know where to report. This can be done with coloured chairs, with coloured plywood under the chairs, or simply with red and blue signs. The red corner should be on the referee's left as he faces the judge's table. UWW approved mats are not required for domestic competition.

For local and district level competitions for the age groups 14U and younger, mats less than full size but not less than a quarter of a full-sized (standard) mat may be used when necessary. Adequate protection around all mats should be in place.

The protection area must be clearly marked. Each pair of wrestlers is entitled to a wrestling area devoid of obstructions, including other wrestlers, coaches, and observers, etc. On mats where a line is used to indicate the out-of-bounds, the outermost edge of that line is considered as the true out-of-bounds. For purposes of this rule, the line itself is still considered part of the wrestling area. The area around the mats should be large enough to accommodate a table for the mat chairman and volunteer clock controllers, a table for the judge, one or two score clocks, and any necessary video equipment used. There should still remain adequate space for the protection of the athletes.

The Refereeing Body

All officials should look professional and well-groomed. Jewellery, outside of a wedding ring and watch to accurately determine the end time of a match, should not be worn. The official's uniform for the HKCWA shall include a black polo shirt, black or grey trousers, a black belt, black socks, and black shoes. The officials will wear a blue armband on their right wrist and a red armband on their left wrist. They shall have a functioning whistle and lanyard available.

If possible, each bout should consist of three officials—a mat chairman, a referee, and a judge. However, if the size of the tournament at local, state, and District events exceeds the available number of officials, it is acceptable to not use three officials. Decisions must be made unanimously or by a majority in all cases of judgment. The mat chairman is seen as the leader of the crew, whose opinion is only necessary when the referee and judge disagree in evaluation of the match. However, it is necessary that the mat chairman approve all cases of fall, all cautions, and in all cases of passivity in both FS and GR. In no way is the mat chairman allowed to change the call of the referee or judge without consultation of the entire crew. It is also the duty of the mat chairman to consult with his or her crew when they see a blatant misapplication of a rule or an obvious mistake. If a challenge is requested by the coach or athlete, the mat chairman, along with the assigned UWW delegate or Hong Kong China Wrestling Association head official, will watch the video of the action in question to decide the most appropriate score. The mat chairman is the only person that is allowed to confer with the coaches if they have a question.

The judge's duties include calling actions and holds as they see them. They may initiate calls, including falls if they feel the referee was not in a proper position to evaluate those actions.

The referee's main duties include maintaining the safety of the wrestlers at all times, starting and stopping the match appropriately, and in most cases, being the first to offer their judgment in evaluating actions. It is essential for the referees to move with the wrestlers and anticipate the actions of the wrestlers to be in the best position to evaluate actions as they occur.

The referee shall use proper UWW vocabulary in a loud and assertive manner during the course of a match to inform the wrestlers to be more offensive, to stay in the center of the mat, or to warn them about any impending penalties they may be subject to if they do not change what they are doing. It is also essential that the referee use hand gestures to indicate which wrestler is being warned to help the other officials, coaches, and spectators understand what they are looking for. UWW vocabulary includes:

ACTION: to inform one or both wrestlers to wrestle more aggressively and actively try to improve position or to attempt more scoring manoeuvres.

CONTACT: to inform a wrestler to place his/her hands on the back of their opponent in a par terre starting position or to assume body-to-body contact in the standing position. This term is often used for wrestlers who are failing to engage holds with their opponent.

OPEN: the wrestler must alter their position to allow their opponent to take hold. Often used when wrestlers are “clammed up” while in par terre, interlocking fingers, or blocking holds of their opponent in a standing position.

NO BLOCK: used to warn a wrestler that they are using their hands, arms or head to block offensive activity from his or her opponent and must change tactics to allow their opponent to take hold.

ATTENTION: used to warn wrestlers of an illegal action or impending penalty. Often tied to passivity or fleeing type actions as well as potential leg fouls in Greco-Roman.

HEAD UP: used to inform the wrestler to raise their head to avoid using the head as a weapon and/or blocking tool.

CONTINUE: used if the wrestlers stop due to confusion (a whistle on an adjacent mat, e.g.) or if the wrestlers should continue an action where a potential score is developing slowly.

ZONE: used to inform a wrestler that they have entered the 1 meter outer perimeter of the mat area and that they are close to going into the protection area.

CENTER: used to inform the wrestlers to attain position away from the out-of-bounds and closer to the starting area on the mat

PLACE: used to inform the defensive wrestler in par terre that they are getting close to the boundary and should make an effort to stay in the wrestling area.

NO FINGERS: this is to inform the wrestlers to quit grabbing or interlocking fingers from any position on the mat. If twisting is involved, this is an illegal hold and should be penalised immediately. If a wrestler continues to grab fingers after a verbal “open” command has been given, the wrestler at fault will be penalised with a caution and his opponent will receive one (F/S) or two points (G/R).

Call to the Mat

The wrestlers are either called to the mat or their bout number and assigned mat are indicated on a revolving screen located at the wrestling venue. Wrestlers are only guaranteed a 15-minute rest between bouts in all styles (20 minutes per UWW rules to only be used in UWW events). However, this rule will not apply to events that serve as a world championship trials event or qualifier for a trials event where the rest time will be 30 minutes. If a wrestler is not present at the time of his/her bout, they will be called over a loudspeaker three times at 30-second intervals. If after the third call the wrestler is not present, he or she will be disqualified from that match and the opponent will win by default.

Interruption of the Bout

The referee is obligated to stop the match if they determine a situation to be potentially dangerous and could possibly cause harm to either wrestler. The mat chairman and judge should also have an active role in recognizing potentially dangerous actions and inform the referee if they believe the match should be stopped. Wrestling will restart in the standing position.

If a wrestler is clearly injured or bleeding, the bout must be stopped immediately, and the wrestler must be attended to by medical staff. Coaches are allowed to attend to the injured or bleeding wrestler but must not interfere with the medical staff or use the time to coach the wrestler. The unaffected wrestler must remain on the mat at all times but can be attended by coaches. The medical staff will determine bleeding management versus injury time and take appropriate actions. Bleeding time is limited to four (4) minutes from the time the medical staff declares bleeding time. If the bleeding time exceeds four minutes (4) the bout is awarded to the opponent as a medical default. Clean up time is not considered part of the Bleeding time. After the appropriate medical treatment, the bout will resume in the same position the athletes were in just before the interruption. However, if the offensive athlete in par terre requests injury or bleeding time on their own accord, the bout will resume in the standing position. **SEE APPENDIX A**

Injury Time is unlimited if the medical staff requests the time and the referee grants the time. The medical staff must determine when the injury is assessed and recovery time is completed. If the medical staff allows the wrestler to continue, the wrestler must be instructed that any additional stoppage for this injury in the bout could result in a point being awarded to the opponent in the 16U categories and older. It is the refereeing team's discretion to award a point to the opponent for an athlete who repeatedly stops the match for injury management. Medical staff will only serve to assess and treat injuries and determine if a wrestler can safely continue in the match.

The coach may not request recovery time and abuse could result in the refereeing team issuing a yellow card. If the bout cannot be continued due to medical reasons, the competition doctor/trainer in charge has the full authority to not allow the injured athlete to continue. This decision can not be contested. **SEE APPENDIX A**

No athlete is allowed to take the initiative to interrupt the bout by choosing to wrestle in the standing position from par terre or by pulling his opponent back to the center from the edge of the mat. If after an "attention" the athlete does this again, they will be penalised by a caution and one point to their opponent (all styles).

Athletes should be given a reasonable amount of time to complete actions from all positions, assuming an action is imminent. If, however, the athlete is given multiple opportunities to score a given action to no avail or has been given adequate time to develop a scoring maneuver to no avail, the referee shall stop the match and restart the wrestlers in a standing position. Confirmation for this procedure is not required. **There is no time limit that dictates when the referee should stop the match. If the offensive wrestler is working hard towards a scoring maneuver and not "faking it", the referee is obliged to allow this to continue as long as they like.**

Out-of-bounds is determined by:

1. one opponent having the entirety of their foot outside the boundary area while in a standing position
2. the whole head of the defensive wrestler **touches** the protection area while in par terre
3. the pinning points/chest of the defensive wrestler, while in par terre, are in the protection area, but not necessarily touching the protection area.
4. if, while in the standing position, the offensive wrestler has his/her opponent lifted completely off the mat and is in complete control, the offensive wrestler steps with both feet outside of the boundary, this will be deemed to be out-of-bounds. In this same scenario, the offensive wrestler will be allowed to finish his/her throw if they have one foot outside the boundary and complete their action in one continuous motion but should be stopped

immediately once two feet step outside the boundary, assuming no throwing action has started yet.

If a line is used to indicate the out-of-bounds, the outside portion of that line is considered the true "out-of-bounds." If a wrestler starts an action while in the wrestling area, that action will be allowed to continue and scored appropriately if it goes out-of-bounds, regardless of which athlete touches the protection area first. **However, counteractions cannot be scored out-of-bounds. For example, if Red starts a head and arm throw in-bounds causing Blue to go to his or her back out-of-bounds, and then Blue initiates a roll through, only the head and arm throw should score. The roll through is not valid since Blue went out-of-bounds prior to starting the roll through.**

All illegal actions (fleeing the hold, fleeing the mat, leg fouls in GR) should be scored appropriately with wrestling resuming in the position in which the infractions occurred. Control is not required to determine what position the wrestlers will restart after a fleeing the hold or fleeing the mat scenario. If the defensive wrestler flees the mat while under attack and the offensive wrestler is able to finish his or her scoring action, the scoring action will be valid AND the defensive wrestler will be penalised with a caution PLUS one additional point to the offensive wrestler. Wrestling will resume in the par terre position. If the defensive wrestler flees the mat while under attack from a standing position and the offensive wrestler is unable to complete his or her scoring action, the offensive wrestler will score one point for the step out AND the defensive wrestler will be assessed a caution PLUS one additional point to the offensive wrestler. Wrestling will resume in the standing position. Par terre refers to mat wrestling, defined as the defensive wrestler having one or both of his/her knees on the mat; control is not required to be in this position.

For example, if Red snaps Blue down into a front headlock with Blue's knees on the mat and Blue decides to back himself out of bounds to avoid being turned, fleeing the mat could be called and the wrestlers would restart in par terre, Red being on top.

All lifts that start in a par terre position where a foul occurs by the defensive wrestler in the process of being lifted and/or thrown should be restarted in par terre.

If a challenge is requested by a coach immediately after the refereeing body has awarded or failed to award a potential scoring action, the mat chairman will order the referee to stop the bout when the athletes have attained a non-pinning position and no more scoring is imminent.

If the athlete chooses to not want to challenge, it is his or her prerogative to inform the referee that they don't want to challenge prior to the review being initiated. Referees will not ask the athlete if they want to challenge.

The mat chairman and assigned referee delegate or assigned jury member will then review the video of the last scoring action or last scoring sequence and determine the proper scoring decision. The only situations in which a challenge will not be allowed is in the case of a confirmed fall or in situations of passivity. The actions leading to the fall or the time left in the match before the confirmed fall can be challenged, but the fall itself is not challengeable. The challenge is only available at designated national and District competitions.

End of the Bout

Bouts may be won by:

Fall: commonly referred to as “pin.” For all age groups, **controlled** compression of the shoulder/scapulae simultaneously is necessary to obtain a fall. **There is no such thing as a “touch” fall.** Falls in the protection area are not valid—the head of the defensive wrestler must be in bounds for a fall to be considered valid. The referee and/or judge raises the hand (or paddle) of the offensive wrestler to request confirmation from the mat chairman for a fall. It is not obligatory for all three officials to offer an opinion when a fall call is requested, but the mat chairman must approve of the fall for it to be valid. Once the fall is confirmed by the mat chairman, the referee should gently slap the mat and blow their whistle to end the match. The mat chairman, if not in the best position to see a fall, should respect the position of the referee and judge in relation to the athletes in determining whether a fall has been attained in making his or her official decision. [Video](#)

In a fall situation where the defensive athlete nearly has his/her shoulders to the mat and screams to simulate an injury and a reason for this potential injury is not observed, the refereeing team is obligated to call a fall, with mat chairman approval.

By injury, withdrawal, default, or disqualification of the opponent (brutality or 3 cautions for rules infractions or 2 defensive leg fouls in GR)

By technical superiority—technical superiority is a difference of ten (10) points for FS and WW and 8 points in GR in all age categories. If a wrestler attains the point difference for technical superiority during the course of completing an action and the defending wrestler immediately produces a counteraction in bounds ("continuation"), that counteraction is valid and should be scored. In other words, there can be no pause from the offensive action to the counteraction. If after that scoring sequence there is no longer technical superiority, the match should continue without stoppage. It is the duty of the mat chairman to inform the referee to stop the match if technical superiority has been attained. [Video](#)

By decision—one opponent has scored more points or has won based on criteria. If the point total is equal at the end of a match, the following criteria will determine the winner, in this order:

1. Highest value scoring actions (most 5 point actions, most 4 point actions, most 2 point actions)
2. Least number of accrued cautions
3. Last point scored

Once the bout has concluded, the mat chairman should confirm the winner by holding his or her hand or paddle in the air corresponding to the colour of the winning wrestler. The referee shall raise the hand of the winner in the direction of the chairman, and while holding the wrists of both wrestlers, rotate them towards the judge as they raise the hand of the winner. At this point, the referee will have the athletes shake each other's hand and of the opposing coach. It is not obligatory for the athletes to shake the hands of the refereeing crew. The ear protectors, if worn, can be removed and held by the athlete but must not be thrown towards the coach or any spectator. The singlet straps of either athlete must stay up until the athlete has left the wrestling area. If an athlete refuses to shake his or her competitor's hand or the hand of the opposing coach, they could be disqualified from the match (no classification points) or if egregious, be disqualified from the competition.

Value Assigned to Actions and Holds

In order to fully understand values assigned to certain holds, certain terms must be clarified:

PAR TERRE: refers to mat wrestling where the wrestlers are in no advantage position and the defensive wrestler is on his or her knees (think of a front headlock) or where one wrestler is in the dominant position on top.

INITIAL POSITION: where the defensive wrestler has his or her chest facing the mat in a par terre position. The defensive wrestler must attain his or her initial position in order for the offensive wrestler to score multiple times off the same manoeuvre.

CORRECT HOLD/ACTION/THROW: an action by the offensive wrestler that causes his or her opponent to change direction or move through the air and temporarily lose control, but does not cause the defensive wrestler to expose his or her back towards the mat. This situation can occur either in a standing or par terre position. It is the job of the officiating team to reward risk and good technique, hence the rewarding for "correct holds/throws."

DANGER: refers to the position of the defensive wrestler when their back is exposed less than 90 degrees to the mat, while simultaneously contacting his or her head, shoulder, or elbow with the mat. When a defensive wrestler has his or her back exposed towards the mat, his or her head, shoulder or elbow must be in contact with the mat to be considered to be in a "danger" position.

TURN: where the offensive wrestler causes the defensive wrestler to rotate his or her torso but does not hit any points of danger while being rotated. This position often occurs during an ankle lace where the defensive wrestler is in a "sitting" position as they are being turned.

SLIP or RISK: where an offensive wrestler makes a solid attempt at a throw or other scoring action but is unsuccessful through no effort by the defensive wrestler, i.e. "risk." The offensive wrestler must not land directly on his or her back during the action for it to be considered a "slip." The referee must get confirmation from either the judge or mat chairman prior to stopping the match if they believe a slip occurred. Restarts will occur in the standing position. Slips can occur from either a standing or par terre position.

TAKEDOWN: awarded to the wrestler who takes his opponent to the mat with control and the defensive wrestler hit 3 points of contact (head, hands, elbows, and knees). All takedowns are worth two points. To achieve a takedown the offensive wrestler must:

Pass behind their opponent from a par terre position.

Take their opponent down to the mat from a standing position and pass behind their opponent's hips. Gain control of one or both legs of his or her opponent while that wrestler is on his or her hip or in a sitting position on his or her backside while the plane of the defensive wrestler's back is less than 90 degrees towards the mat all while the defensive wrestler plants their hand or elbow on the mat.

Lock up a cradle position while the defensive wrestler does not actively hold the leg of the offensive wrestler. In this case, it is not necessary to pass behind the hips of the defensive wrestler.

Examples that are not takedowns - if the offensive wrestler spins behind his or her opponent and the defensive wrestler attains a quadpod position, it is not considered a takedown until the defensive wrestler's head, elbow or knee contact the mat. The "Merkle" position, where one wrestler has his/her leg encircled inside the leg of his or her opponent while in par terre and have the head and arm of their opponent locked at the same time is not considered a takedown in international wrestling because the offensive wrestler has not

passed behind the defensive wrestler. The hips of the defensive athlete must be covered for the offensive wrestler to achieve a takedown.

REVERSAL: awarded to the defensive wrestler who is able to overcome the dominant offensive wrestler from a par terre position and gain control. All reversals are worth one point.

FEET TO DANGER: where the offensive wrestler causes his or her opponent, from a standing position, to go into an immediate **danger** position on the mat. The offensive wrestler may be on his or her knees for this to occur. These actions must be continuous—any pause by the wrestlers on the mat prior to the defensive wrestler going to danger will only result in two points. All feet to danger actions are scored four points. If a “feet to danger” situation is considered to be “grand amplitude,” that action should be scored five points (see below).

FLEEING THE MAT: where either wrestler goes out-of-bounds voluntarily and makes no effort to stay in the center wrestling area. This can occur in either standing or par terre wrestling. This is penalised by a caution to the wrestler at fault and one point to the opponent in all styles, assuming the defensive wrestler is not in danger. Restarts following a fleeing the mat call are dependent on whether the offensive wrestler finished his or her scoring action while the defensive wrestler was under attack.

If the defensive wrestler flees the mat while under attack and the offensive wrestler is able to finish his or her scoring action, the scoring action will be valid AND the defensive wrestler will be penalised with a caution PLUS one additional point to the offensive wrestler. Wrestling will resume in the par terre position.

If the defensive wrestler flees the mat while under attack from the standing position and the offensive wrestler is unable to complete his or her scoring action, the offensive wrestler will score one point for the step out AND the defensive wrestler will be assessed a caution PLUS one additional point to the offensive wrestler. Wrestling will resume in the standing position.

SPECIAL SITUATION: IF THE DEFENSIVE WRESTLER FLEES THE MAT WHILE IN THE DANGER POSITION, THE WRESTLER AT FAULT SHALL RECEIVE A CAUTION AND THE OPPONENT SHALL RECEIVE TWO POINTS IN WW, FS AND GR. WRESTLING WILL RESTART IN THE PAR TERRE POSITION.

FLEEING THE HOLD: where either wrestler is avoiding contact with their opponent to prevent being scored upon. This can occur in either standing or par terre wrestling at any point in a match, but most often occurs when time is running out. Restarts following a fleeing the hold call shall start in the position in which the infraction occurred.

Recommended Procedure: If the officiating team recognizes fleeing the hold while the athletes are in a standing position, they should stop and give an “attention” to the wrestler at fault assuming there is adequate time left in the period. If the same wrestler continues to flee the hold, then the referee should stop and ask for a caution and 1 point in all styles.

Agreement from the mat chairman is necessary for this call to be valid. By blowing the whistle, this will stop the clock so that there is time left in the bout if the call is confirmed.

It is permissible to make this call with short time left in the match without a formal stoppage to give a verbal warning. In this situation, the referee shall loudly and clearly warn the defensive wrestler to “contact” or “take hold.” If the defensive wrestler continues to avoid contact, the referee must stop the match prior to time running out and ask for a caution and one point to his or her opponent.

SPECIAL SITUATION: If the athletes are in a par terre position and the defensive wrestler is fleeing the hold, the referee should seek confirmation from the mat chairman prior to blowing his or her whistle. If fleeing the hold is confirmed by the mat chairman, the referee shall blow their whistle, score the caution and appropriate points, and restart the athletes in the par terre position.

SPECIAL SITUATION: In GR, wrestlers are obligated to wrestle "chest to chest" in the standing position. If one wrestler clearly maintains a "head down, hips back" posture in the standing position, the referee will stop the match and give the defensive wrestler an "attention" as a verbal warning to improve their position to encourage more active wrestling. If this same wrestler continues to maintain poor position as the match goes on, the refereeing team may call this fleeing the hold (caution to defensive wrestler plus one point to the offensive wrestler, wrestling will restart in standing position).

LEG FOULS: actively using the legs to score upon or prevent being scored on in **GR** wrestling. The defensive wrestler in **GR** can not bend or raise either or both of his legs to prevent a hold from being executed. The defensive wrestler is also prohibited from creating a figure 4 with his own leg in order to prevent the top wrestler from stepping in between their legs during par terre wrestling. Brushing of the legs or any other

inadvertent contact with the legs during **GR** wrestling should be ignored. Referees should point to a leg foul when they observe it. If the foul is being committed by the defensive wrestler and there is no imminent threat of harm to either wrestler, the action should be allowed to be continued and scored properly. Once the offensive scoring action has been completed or stopped and confirmation of the foul has been given by the mat chairman, the referee should stop the bout, signal a caution for the wrestler at fault, and score two points for the offensive wrestler. Restarts should happen in the position in which the foul occurred. If the offensive wrestler commits a leg foul, he or she is given a strict "attention" and the wrestling restarts in a standing position. If the offensive wrestler commits another leg foul after the warning, that wrestler is then given a caution and one point to his opponent for an illegal action.

IF A WRESTLER COMMITS TWO DEFENSIVE LEG FOULS, THEY ARE DISQUALIFIED FROM THE MATCH. THEY ARE ALLOWED TO CONTINUE WRESTLING IN THE TOURNAMENT IF THIS LOSS DOES NOT CAUSE THEM TO BE ELIMINATED FROM THE COMPETITION. THE JUDGE AND MAT CHAIRMAN SHOULD INDICATE DEFENSIVE LEG FOULS ON THE MATCH PAPERWORK BY NOTING AN "L" WITH A CIRCLE AROUND IT.

GRAND AMPLITUDE: any action or hold by the offensive wrestler from a standing position that causes his or her opponent to lose contact with the mat, makes him or her describe a broadly sweeping curve (vertical line) in the air and brings them to the mat. If a grand amplitude throw lands directly in danger, five points shall be awarded. If a grand amplitude throw is executed but the defensive wrestler does not land in danger, four points will be awarded.

STARTING POSITION: in the standing position, athletes shall start the match in the one-meter starting area while facing each other. In the ordered par terre position, the bottom wrestler shall lie flat on their stomach with their arms stretched out in front and their legs stretched out to the back (neither the arms nor legs can be touching or crossed). The bottom wrestler may have their head on or raised above the mat. The top wrestler places BOTH their knees behind the arms of the bottom wrestler. The top wrestler must be positioned to

either side of the bottom wrestler and is not allowed to straddle the opponent in any fashion. When ordered, the top wrestler places their hands anywhere on the back of the defensive wrestler without hesitation at which point the referee will blow the whistle. The bottom wrestler is allowed to work themselves to a standing position, if they choose. See the image below.



Further, in **GR**, it is illegal for the bottom wrestler to jump or lunge forward at the start. An attention is offered as the initial warning, followed by caution to the bottom wrestler and two points to the top wrestler for any incorrect starts or subsequent “jumps.” In this case, wrestling shall restart in par terre. **When setting up for ordered par terre, the top wrestler must immediately move to the proper position and place their hands on the back of their opponent without hesitation. They are not allowed to “dance” around the mat or delay the start in any manner.**

STEP-OUT: if the attacking wrestler steps out first while in the process of an action, the following situations may occur:

If the action is completed, the points will be scored as appropriate.

If the action is not completed, the opponent will score one point because the offensive wrestler stepped out-of-bounds first.

If the offensive wrestler has lifted the defensive wrestler and steps out with both feet, the bout shall be stopped and no points will be awarded. If the offensive wrestler has the defensive wrestler lifted off the mat and only steps out with one foot but is in the process of completing the throw, the action should be allowed to continue and scored appropriately. All in all, if the offensive wrestler has the defensive wrestler lifted off the mat and either steps out with both feet or steps out with one foot and is not able to complete their throw or is not doing anything to try to score, the bout shall be stopped, no points shall be awarded and wrestling will restart in the standing position.

Visible pushouts in either style will not be scored. If a wrestler visibly pushes out their opponent (for e.g.-straight arm push-out), they will be given an “attention”. Any subsequent pushouts will not be scored for either athlete. The “pushing” wrestler will NOT be penalised with a caution and points for his or her opponent.

1 Point Actions

Step-outs—in FS and GR, if the offensive wrestler steps out-of-bounds first while completing an action, allow the action to continue and score. If the action results in no points, the opponent of the wrestler who stepped out-of-bounds first will be given one point (see exception immediately above). If there is no clear action that leads to the athletes going out-of-bounds, the opponent of the wrestler who goes out-of-bounds first will get one point.

In **FS**, to the opponent of a wrestler designated as passive who fails to score during a 30-second activity period (see “passivity” section for further clarification).

In **GR**, to the opponent of a wrestler deemed to be passive (see “passivity” section for further clarification).

In **FS**, all cautions, with the exception of fouls in the danger position and fleeing the mat in the danger position, will result in one point to the opponent of the wrestler at fault.

In **GR**, all offensive fouls after a wrestler is given a friendly attention will result in the offensive wrestler receiving a caution and his opponent receiving one point.

In **FS and GR**, to the attacking wrestler whose opponent flees the mat in a standing or par terre position. Wrestling shall restart in the position in which the fleeing action occurred.

In **FS and GR**, to the attacking wrestler whose opponent flees the hold in a standing or par terre position. Wrestling shall restart in the position in which the fleeing action occurred.

In **FS**, to the attacking wrestler whose opponent commits an illegal hold that prevents the execution of that hold.

In **FS**, to the top wrestler whose opponent refuses correct par terre position after a friendly “attention.” If the bottom wrestler commits the infraction he or she will receive a caution and one point is awarded to the top wrestler; wrestling will restart in par terre. If the top wrestler refuses to start correctly after a friendly “attention,” no cautions or points are awarded--wrestling will resume in the standing position.

To the opponent of the wrestler whose coach requested a challenge and the original call that is made on the mat is not modified after video review.

2 Point Actions

All takedowns.

In **FS and GR**, all correct holds/actions from a standing or lifting position. In **FS and GR**, any turn that begins in par terre. Danger does not need to occur.

To the defensive wrestler who is able to effectively counter an offensive action and hold the offensive wrestler in a position of danger.

In **FS and GR**, to the offensive wrestler whose opponent flees the mat or commits a foul while in a position of danger. Wrestling shall restart in par terre. In **GR**, all cautions with the exception of offensive fouls, fleeing the mat (not in danger) and fleeing the hold, will result in two points to the opponent of the wrestler at fault. In **GR**, to the attacking wrestler whose opponent commits an illegal hold or leg foul that prevents the execution of that hold.

In **GR**, to the top wrestler whose opponent refuses correct par terre position after a friendly “attention.” If the bottom wrestler commits the infraction he or she will receive a caution and two points are awarded to the top wrestler; wrestling will restart in par terre. If the top wrestler refuses to start correctly after a friendly “attention,” no cautions or points are awarded--wrestling will resume in the standing position.

4 Point Actions

All feet to danger situations (the defensive wrestler must contact his or her head, shoulder, or elbow to the mat all while the back is facing the mat), with the exception of grand amplitude actions that land in danger. In **GR** and **FS**, all grand amplitude throws where the defensive wrestler does not land in danger.

All lifts from par terre or standing that cause the defensive wrestler to rotate in the air over a short amplitude and the defensive wrestler lands on one or two outstretched arms (not in danger). If the defensive wrestler maintains contact with the mat with one of his or her hands, but is immediately placed in a danger position, the offensive wrestler will receive 4 points.

5 Point Actions

In **GR** and **FS**, any grand amplitude throw where the opponent lands directly in a danger position.

Passivity

Passivity is a tool that the officiating crew can use to stimulate action from a wrestler who is not actively attempting to score. Passivity can be observed as:

Evading attacks without counterattacks

Attacking without direct contact with the opponent

Faked attacks

Not able to control center

Grabbing wrists without starting an attack

Regaining initial position after beginning an attack

Evading into and maintaining position within the passivity zone

Fixing one's opponent within the passivity zone

Defensive wrestling

Wrestling on one's knees while not in contact with the opponent

In GR wrestling, not attempting to "hook" his opponent despite good position

The referee should attempt to stimulate action using proper UWW vocabulary—"open," "action," "contact", "head up," prior to officially asking for passivity confirmation. See below for style specific passivity guidelines:

Freestyle Passivity Procedure-FOR 16U AGE DIVISIONS AND YOUNGER AS WELL AS MASTERS:

1st passivity violation

- Referee signals passivity with an open hand and an outstretched arm and gets confirmation from the mat chairman. To indicate confirmation is received, the referee raises the hand indicating the colour of the passive wrestler. The match shall be stopped once no imminent scoring action is taking place. Because of the shortened time period in these age categories, no verbal warning is assessed prior to initiating an activity time period.

- Indicate the 30-second activity time period to the passive wrestler using both hands in a circular motion. It is not necessary to give any gestures or verbalize to the coaches that the

activity time is started. The referee shall wait until the activity time is clearly indicated on the scoreboard prior to restarting the match.

- If the passive wrestler fails to score at the end of the :30 activity time period, one point will be awarded to the active wrestler. **The match shall not be stopped to award this point. No caution will be given for not scoring in the activity period.**

- If the active wrestler scores, wrestling will continue without stoppage. It is obligatory for the passive wrestler to score during activity time or risk giving up one point to his or her opponent. If the passive wrestler scores during this :30 activity time period, activity time is immediately cancelled and no penalty is assessed.

Freestyle Passivity Procedure-FOR JUNIOR AGE DIVISIONS AND OLDER:

1st passivity violation

- Referee signals passivity with an open hand and an outstretched arm and gets confirmation from the mat chairman. To indicate confirmation is received, the referee raises the hand indicating the colour of the passive wrestler.

- Stop the match for verbal warning: "Red or blue, attention". Using one hand in a circular motion, indicate to the passive wrestler to be more active as well as clarify why the wrestler is being passive.

2nd passivity violation

- Stop the match once confirmation from the mat chairman is given and there is no imminent scoring action in progress

- Indicate the 30-second activity time period to the passive wrestler using both hands in a circular motion. It is not necessary to give any gestures or verbalize to the coaches that the activity time is started. The referee shall wait until the activity time is clearly indicated on the scoreboard prior to restarting the match.

- If the passive wrestler fails to score at the end of the :30 activity time period, one point will be awarded to the active wrestler. **The match shall not be stopped to award this point. No caution will be given for not scoring in the activity time period.**

- If the active wrestler scores, wrestling will continue without stoppage. It is obligatory for the passive wrestler to score during activity time or risk giving up one point to his or her opponent. If the passive wrestler scores during this :30 activity period, activity time is immediately cancelled and no penalty is assessed.

Further passivity violations

- Further activity time periods can be initiated directly—no additional warnings are given after the first verbal warning. The first verbal warning does carry over between periods.

- No activity period shall be given after 2:30 (1:30 in 16U and younger or Masters) or 5:30 (3:30 in 16U and younger or Masters)

All passivity calls must be confirmed by the mat chairman. It is obligatory that the officiating crew stop the match around 2:00 (1:00 in 16U and younger or Masters) and prior to

2:30/1:30 (if a score is in progress at 2:00/1:00) if the score is 0-0, consult, and immediately put a wrestler into a 30-second activity period. The first period in every freestyle match must never end 0-0. The 1st passivity violation (verbal warning) should be denoted as "V" in the match paperwork; all subsequent passivity violations shall be denoted by "P." If in a 16U and younger or Masters match where the first-period score is 0-0 the a wrestler can be put on the shot clock at 1:00 without stoppage for a verbal warning.

If a wrestler is put on activity time, they must score within the :30 time frame allotted. If he or she starts an action prior to the :30 time frame being completed, he or she will be allowed to finish their action, but if that action does not score by the end of :30, the opposing wrestler will be given one point. The match will not be stopped to award this point.

It is possible for acts that are deemed to be passive early on in a period, could be considered fleeing the hold if done later in a period, especially with short time on the clock (less than 30 seconds). If the referee wants to warn a wrestler for fleeing the hold, they should stop the match and offer a verbal "attention" to the wrestler at fault as well as to his or her coach. This way, the athletes, coaches, and fans will be able to differentiate when a wrestler is being called for passivity versus fleeing the hold.

If after restarting the match, the actions that lead to the "attention" persist, the referee should stop the bout, signal for a caution to the wrestler at fault, and score one point to the opponent.

Greco Roman Passivity Procedure-FOR ALL AGE GROUPS

There are three scenarios in which the refereeing team needs to stimulate a match with a passivity call:

1. The score is 0-0 and wrestlers have had adequate time to score in the standing position

2. The score is tied and one wrestler is clearly more active.

3. One wrestler has the lead and his opponent acts too defensively.

1st passivity violation in a match, regardless of wrestler (given after referee uses UWW vocabulary to stimulate "passive" wrestler):

- Referee signals passivity with an open hand and an outstretched arm and gets confirmation from the mat chairman. Upon confirmation, the referee stops the bout, the active wrestler is awarded one point and given the option to continue wrestling standing or on top in the par terre position.

2nd passivity violation, regardless of wrestler:

- Referee signals passivity with an open hand and an outstretched arm and gets confirmation from the mat chairman. Upon confirmation, the referee stops the bout, the active wrestler is awarded one point and given the option to continue wrestling standing or on top in the par terre position.

3rd and any subsequent passivity violation

- Referee signals passivity with an open hand and an outstretched arm and gets confirmation from the mat chairman. To indicate confirmation is received, the referee raises their hand indicating the passive wrestler and stops the match. The active wrestler is given the choice of resuming wrestling standing or on top in the par terre position. The active

wrestler WILL NOT be awarded one point. If a third passivity is given, it should only be given in a lower scoring bout and sufficient time should be left in the second period to allow for enough time for a par terre sequence (approximately one minute left in six minute bout, for example).

If an athlete chooses to restart the match in the standing position after a passivity call against his opponent, this will count as one of the two allotted ordered "par terre" positions in the bout, even though the athletes are not restarting the match in this position. The restriction limiting to only one ordered par terre per period is no longer in effect. Time restrictions for offering passivity have been eliminated. Sufficient time should be offered to the top wrestler when in an ordered par terre position to allow for the development of scoring actions.

*NO FORMAL "VERBAL" WARNING IS GIVEN TO INSTITUTE THE GR PASSIVITY PROTOCOL IN ANY AGE CATEGORY OTHER THAN THE REFEREE STIMULATING THE WRESTLERS DURING THE COURSE OF THE BOUT.

All passivities shall be denoted by a "P" on the match paperwork.

It is possible for acts that are deemed to be passive early on in a period, could be considered fleeing the hold or negative wrestling (see next section) if done later in a period, especially with short time on the clock (less than 30 seconds). If the referee wants to warn a wrestler for fleeing the hold or negative wrestling, they should stop the match and offer a verbal "attention" to the wrestler at fault. This way, the athletes, coaches, and fans will be able to differentiate when a wrestler is being called for passivity versus fleeing the hold/negative wrestling.

If after restarting the match, the actions that lead to the "attention" persist, the referee should stop the match and signal for a caution for the less active wrestler. Check for confirmation. A caution should be given to the less active wrestler and two points should be awarded to his opponent.

Negative Wrestling

Tactics employed by wrestlers whose only objective is to prevent scoring actions, avoid "open" wrestling or deliberately cause harm to their opponent are considered negative wrestling. This can include, but is not limited to:

Interlocking fingers

Blocking the opponent with one or two hands to the face Brutality

Two approaches can be taken by the referee team to penalize a wrestler for negative wrestling:

1. The referee stops the match and gives the wrestler an "Attention," clarifying to them what they need to change. If the negative wrestling persists, the referee should stop the match, ask for a caution, and award one point (FS) or two points (GR) to the opponent. The mat chairman must confirm this call to be valid.
2. If the negative wrestling prevents an active scoring action or is considered beyond fair play (i.e. brutality), the referee can ask for a caution and one point (FS) or two points (GR) immediately without a formal "Attention." The mat chairman must confirm this call to be valid.

Negative wrestling must be strictly applied in both styles.

Fleeing the Hold and 3rd Caution Procedure

For Fleeing the Hold at the end of the match or for a 3rd Caution to an individual wrestler that would lead to disqualification from the match to be granted, only the mat chairman must confirm with either the referee or judge for this to be valid. They will no longer require a unanimous agreement for these to be assessed. This will be consistent with all the other cautions given. Both situations can be reviewed if a challenge is issued.

Illegal Actions and Holds

ILLEGAL ACTIONS AND HOLDS IN ALL AGE DIVISIONS

Pulling the hair, ears, genitals, pinch the skin, bite, twist fingers, or toes.

Kick, head-butt, push, apply force against a joint or the spine, step on the feet of his opponent or touch the face of his or her opponent between the eyebrows and line of the mouth.

Thrusting the elbow or knee into an opponent.

Grabbing the singlet.

Clinging to or grasping the mat.

Talking during the bout.

Seizing the sole of the opponent's foot or toes (only seizing the upper part of the foot is permitted).

Agreeing to the match result between themselves.

Throat holds or any other position of strangulation.

Any hold where the defensive wrestler's head is cinched between his or her chest and the offensive wrestler's body, most commonly seen in standing front headlock maneuvers, where the pressure is not applied to the side.

Twisting of arms more than 90° including forming an acute angle with the forearm in an armbar situation.

Arm lock applied to the forearm.

Holding the head or neck with two hands in any position without an arm encircled.

Full Nelson, unless executed from the side without legs trapped.

***NOTE: In the U17 and younger age categories, all full nelsons, with or without a leg hook on the opponent's leg, are illegal in all applications. Full nelsons are also illegal in women's wrestling at all levels.**

In a standing position where the defensive wrestler has attained a "pike" position (head down with legs extended into the air), all actions must occur to the side. It is strongly recommended that referees bear caution with this action at the kids level.

Lifting the opponent who is in a bridge position and throwing him or her to the mat.

Breaking the bridge by pushing the offensive wrestler's face or head.

Figure four or scissors of anything other than one leg or arm. This includes a “leg cradle.” In **GR**, actively using the legs from an offensive or defensive position.

In **GR**, while in par terre, when the defensive wrestler does not keep BOTH ARMS extended and open or grabbing the hands or arms of the offensive wrestler to prevent being scored upon. The defensive wrestler is not allowed to “close” off while defending in par terre. In **GR**, if the offensive wrestler lifts the defensive wrestler, the only tactics the defensive wrestler can use is to push off the torso of the offensive wrestler or post one arm of the offensive wrestler to prevent being scored upon. Otherwise, the defensive wrestler may not use their hands in any other ways to prevent being scored upon.

In **GR**, when the defensive wrestler raises or bends his legs in par terre to prevent being lifted and/or being scored upon. If the defensive wrestler is defending a lift and raises their leg opposite the direction in which the lift is being executed, this is permissible.

In **GR** and **FS**, the defensive wrestler in par terre must maintain center mat position. They are allowed to defend an action by inching forward or moving side to side to alter the position of the offensive wrestler, but they are strictly forbidden from “swimming” towards the edge of the mat. If this occurs, the referee must move in front of the defensive wrestler, yell “attention, stop” to the defensive wrestler. If the “swimming” persists, a caution will be assessed to the defensive wrestler and one point awarded to the offensive wrestler for fleeing the hold in all styles.

Starting in 2022, Hong Kong China Wrestling Association has adopted all UWW rules for all age categories with no modifications in relation to "in the circle" regulations. Illegal holds in the past (double arm bar w/sitout, cross chest cradle, three quarter nelson w/leg hook) are now legal in all age categories.

In any case, it is the discretion of the officiating crew of what constitutes a potentially dangerous situation and whether or not the match should be stopped for the safety and overall benefit of the athletes. This is especially important with Kids level wrestlers.

In most cases, if the attacking wrestler is found to have violated the rules during the execution of a hold, the action in question shall be completely void and on the first offense, the referee shall give an “attention” to the attacking wrestler at fault. If the attacker repeats his or her violation, he or she will be punished by a caution and one point being awarded to his or her opponent. If the defending wrestler, by an illegal action, prevents his or her opponent from developing their hold, the defending wrestler will be given a strict “attention” by the referee during the course of the match (assuming there are no safety concerns with either athlete) to warn them of an infraction in the rules. If the illegal action persists, the referee will stop the match and caution the wrestler at fault. If confirmation from the mat chairman is attained, his or her opponent will receive one point (FS) or two points (GR). If a wrestler commits an obvious offense against fair play within the spirit and concept of total and universal wrestling enunciated by Hong Kong China Wrestling Association and UWW, and openly cheats, commits a serious error or engages in brutality, he or she will be disqualified immediately from the competition and eliminated by unanimous decision of the officiating team.

Brutality

It is against the rules to intentionally inflict pain on the opponent by using unnecessary roughness with the clear intent to injure an opponent. The wrestler who uses these types of holds and moves will be disqualified from the match they are competing in and will be disqualified from the tournament. If the officials decide to call brutality against a wrestler, it must be unanimous among all three officials. Any calls for the wrestler who committed brutality to be removed from the tournament will be reviewed by the head official.

The Coach

Each athlete is allowed two people in his or her corner during each bout. Coaches, doctors, trainers, photographers, etc. count against this two person limit. If the competition doctor or trainer allows, the coach can assist their athlete during injury treatment. The coach is strictly forbidden from stepping onto the wrestling surface away from their designated corner. The coach is also strictly forbidden from influencing the decisions or insulting the refereeing body. He or she may only speak to their athlete. The coach is allowed to give the athlete water or a sports drink during the break. It is the duty of the coach to wipe his or her wrestler of sweat during the break using a dry towel.

If these restrictions are not observed, the referee is obliged to ask the mat chairman to present the coach with a YELLOW card (warning); if the coach persists, the mat chairman will present him or her with a RED card (elimination). The mat chairman may also present a yellow or red card on his or her own initiative. The name of the coach given a yellow or red card shall be noted on the bout sheet.

A yellow card may be given to a coach for misconduct/unsportsmanlike behaviour. A red card may be given to a coach for continued and/or repeated misconduct/unsportsmanlike behaviour (second yellow card) or may be given for severe misconduct/unsportsmanlike behaviour. When a yellow/red card is issued to a coach, the official shall inform the coach, team leader, and tournament director. If a red card is given, the credentials of the coach will be taken and the coach must leave the arena. The coach is not allowed to be present for the remainder of the competition.

Classification Points

It is important to understand the classification points given to the athletes following a bout. This system is also used to determine team points in FS or GR style dual events for Hong Kong China Wrestling Association. Also, in international tournaments, classification points are used for placing purposes.

For the winner: 5 For the loser: 0	Fall (Pin); Injury Default, Disqualification for misconduct; Disqualification for 3 cautions or 2 defensive leg foul (GR); Failure to make weight at 2nd-day weigh-in at 16U/Jr.
For the winner: 4 For the loser: 0	Technical superiority, loser scores no technical points.
For the winner: 4 For the loser: 1	Technical superiority, loser scored technical points.
For the winner: 3 For the loser: 0	Decision, loser scores no technical points
For the winner: 3 For the loser: 1	Decision, loser scores technical points

For the winner: 0 For the loser: 0	Both wrestlers are disqualified for brutality; Both wrestlers forfeit
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Points of Emphasis

1. An emphasis will be made to encourage "chest to chest" positioning while standing in GR style. If an athlete chooses to bury his head in the chest of his opponent or wrestle with their hips extended away from his opponent, the refereeing team is obligated to stop the match and give a verbal "attention" to the defensive wrestler. If the defensive wrestler continues to wrestle with their head down and hips back, the refereeing team may call this a caution for fleeing the hold in the standing position. The opponent will receive one point and wrestling will restart in standing position.
2. If during a challenge the original call is modified in any manner, whether it does or does not benefit the challenging athlete, the challenge will be considered as "won" and no point will be given to the opponent. Video challenge procedures have been updated and immediately follow this section.

Video Challenge/Protest Procedures

Challenge Procedure

What it is:

A "challenge" is a process where the coach is allowed, on behalf of the wrestlers, to stop the match and request the jury and mat chairman to watch the video if they disagree with the call by the referee team. This process will be available at HKCWA events that are designated for video review.

CORRECT GRECO-ROMAN POSITION



INCORRECT GRECO-ROMAN POSITION — **FLEEING THE HOLD**



Who is on the jury?

The jury will be comprised of 1 or 2 referees who are assigned to that bout or mat during the competition.

Who will conduct the video review?

This will be completed by the jury and the mat chairman for that designated bout.

What is the process?

1. The coach must issue a request for a challenge when they disagree with the decision of the referee team. This should be made from the coaching area on the mat. The coaches are not allowed to walk into the wrestling area.
2. To request a challenge the coach must throw a coloured object (challenge block) onto the mat to notify the referee team. The colour of the object will correspond to the colour of the athlete. The challenge block should not be thrown in an aggressive manner toward the referees or athletes. Failure to follow these guidelines could result in a yellow or red card for the coach.
3. A wrestler may also indicate his or her desire to challenge a scoring action once the athletes have come to a neutral position or there is a natural stoppage in the match by gesturing or asking the referee about their desire to challenge. **At District National and National Level tournaments, 14U and older age division bouts may begin without a coach being present.**
4. The mat chairman will indicate to the referee to stop the match to review the challenge as soon as the situation becomes neutral or there is no imminent scoring at that moment.
5. If the wrestler disagrees with their coach's challenge, they can reject the challenge by telling the referee or mat chairman they do not want to challenge, and the match will continue. If the coach requests a challenge after the athlete has rejected the challenge, the coach could receive a yellow card.
6. In the case of a dispute between the referee team and coach or wrestler, the mat chairman is allowed to refuse the challenge only after the approval of the assigned

jury member/s for that mat. If the size of an event is too large and not enough referees are available to act as jury members, the mat chairman will be allowed to deny a challenge as described below. The jury and/or mat chairman can refuse the challenge during the following situations:

- a. Confirmed falls and/or situations where a fall was not confirmed by the referee team. Challenges can be requested for fouls that occurred that led to the fall.
- b. Confirmed passivity.
- c. Challenges not made in a reasonable amount of time. Coaches must issue the challenge within a reasonable amount of time from when the scoring action occurred or when the points went onto the scoreboard. Wrestling is dynamic and this will be at the discretion of the mat chairman and jury.

IF A NATURAL STOPPAGE OCCURS IN THE MATCH AND THE CHALLENGE IS NOT OFFERED PRIOR TO RE-STARTING THE MATCH, THE CHALLENGE WILL BE DENIED.

d. Challenges made after the match has ended. The only exception is when points are added to the scoreboard after the time is out or when an action occurs just before the end of the bout.

1. The video will be displayed on a big screen monitor, projector, or TV if one is available for the competition. If one is not available, the jury and mat chairman can watch the video directly on the mat side computer.

2. If there is a technical problem and video is not available, the original decision will stand, and the coach will be given back the challenge block.
3. Each wrestler will be entitled to 1 challenge per match.
4. If after review, the original decision is confirmed by the jury and mat chairman, that wrestler will lose the challenge and their opponent will be granted 1 point. If the original decision made by the referee team is modified in any way, whether in favour or not in favour of the challenging wrestler, the challenge will be considered as "won" and no point will be awarded to the opponent.
5. If after review, the original decision is changed by the jury and mat chairman in favour of the wrestler who requested the challenge, then they will be granted another challenge to be used during that match.
6. Two challenge situations that could result in time being added back on the clock:

a. If a scoring action was determined to be a slip throw ("risk") by the jury. The time will be set when the slip throw occurred. Any points scored after the slip occurred will be cancelled.

b. If a scoring action or confirmed fall was determined by the Jury to be a direct result of a foul, the time will be set when the foul occurred.

1. All decisions made by the jury and mat chairman will be final and will not be changed. Therefore, it is not possible to request a counter-challenge.

Consultation Procedure

The mat chairman has the ability to watch the video with the referee team during a consultation without a challenge being issued. This would not include the jury. After the

decision of the consultation of the referee team, the action could be challenged and reviewed by the jury and mat chairman.

At no time can the coach request a consultation by the referee team to review the video. Using video during consultations will be at the sole discretion of the mat chairman. If the coaches want to use video review for a situation, they must use their challenge.

In the case of a serious technical mistake not seen by the referee team (examples: timekeeper mistakes, wrong points or caution published on the scoreboard, mistake in resuming the bout in parterre or in standing position, declaration of incorrect winner, etc.), the jury member/s may interfere to correct the situation by consultation with match chairman or by video review. In no case may the jury member/s interfere with the refereeing team in regard to judgment situations such as how points were scored, passivity calls, or negative wrestling calls.

Protest procedure:

A. POST-BOUT PROTEST

If a tournament is specifically established with video challenge procedures, post-bout protests will typically not be accepted.

A written post-bout protest is a notification of a potential **procedural error** on behalf of the referee crew that may have affected the results of the bout.

1. PROCEDURAL ERRORS

Procedural errors that may be protested include, but are not limited to the following:

1. Points were added or removed from the scoreboard. (Ghost points appearing/disappearing which change (the winner)
2. The posted scoreboard score and/or criteria are not correct. (Indicating wrong winner)
3. Points were entered into the mat-side computer in inverse order. (Changing criteria and winner)
4. Flagrant technical violation of the rules. (The referee crew does not allow the challenge process to be initiated)

B. DURING THE BOUT

1. If any of the referee team recognizes a procedural error, they should notify the chairman and the bout should be stopped to correct the error.
2. If a coach recognizes a procedural error, without fear of penalty, immediately request a challenge by throwing the challenge block onto the mat.

a. This will allow the referee crew to address, and correct, the potential procedural error.

b. Written post-bout protests will not be accepted if during the bout the coach could request a video challenge and failed to initiate the challenge process. (When in doubt, throw the challenge block onto the mat.)

3. If the situation dictates, the Jury may be required to assist.

C. POST-BOUT PROTEST FEE

1. The fee to submit a post-bout protest is \$2500.00 Hong Kong Dollars.
2. Two situations in which the \$2500.00 Hong Kong. dollars fee will be returned to the protesting coach as follows:

a. The protest is accepted, and the final decision is ruled in favour of the protesting coach/athlete.

b. The protest is denied.

D. POST-BOUT PROTEST ACCEPTANCE CRITERIA

In the event an offended coach requests a post-bout protest, the following acceptance criteria will apply.

1st Criteria. The coach has 15 minutes after the end of the bout to notify the tournament head referee of the situation that is being protested.

a. The coach must submit a completed HKCWA protest form along with \$250.00 U.S. dollars to the tournament head referee. The protesting coach must provide written details for the protest.

b. Failure to meet the 15-minute notification timeline will result in the post-bout protest being denied.

2nd Criteria. Did the coach throw the challenge block, without fear of penalty, to notify the referee crew of the potential procedural error during the bout?

a. If the challenge process was not initiated during the bout, the post-bout protest will be denied, unless the referee crew did not allow the coach to request a challenge for the protested situation.

b. If during the bout, a coach loses the challenge block, post-bout protests will be denied.

3rd Criteria. Is the post-bout protest based on judgment? If yes, the post-bout protest will be denied.

4th Criteria. Is the situation protestable? (Paragraph A, will apply.)

E. POST-BOUT PROTEST ACCEPTED

If a procedural error was determined to have affected the outcome of the bout, and the post-bout protest is accepted, the bout in question will be re-wrestled from the beginning of the period when the infraction occurred.

1. If the error was made in the first period of a bout, the entire bout will be re-wrestled.
2. If the error was made in the second period of a bout, only the second period would be re-wrestled.

WHEN IN DOUBT THROW THE BRICK.

If the coach recognizes a procedural error as listed in Section A, they must immediately, without fear of penalty, request a challenge by throwing the challenge brick onto the mat. Failure to do this during the bout could disqualify

any ability to file a written post-bout protest. Coaches are allowed to point out potential procedural errors to the mat chair, even if they don't have a challenge brick, much like they would when asking about correct time, score, or criteria.

Age Divisions and Weight Classes

[Refer to UWW Age Divisions and Weight Charts](#)

Appendix A--Medical Service Regulations

APPENDIX A

HONG KONG CHINA WRESTLING ASSOCIATION ASSN RULES MEDICAL SERVICE REGULATIONS TABLE OF CONTENTS

TITLE 1 GENERAL PROVISIONS
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ARTICLE B MANAGEMENT OF BLEEDING

ARTICLE C APPROPRIATE MEDICAL APPLIANCES

TITLE 1 GENERAL PROVISIONS

A MEDICAL COORDINATOR should be appointed by Hong Kong China Wrestling Association entity for each event who is a medical professional recognized by the state in which the event is held. Hong Kong China Wrestling Association National Events. All Medical decisions by the Tournament Medical Coordinator/Physician Director are not subject to appeal or protest and are made in the best interest of the health and well-being of the wrestler and all competitors of the event.

Only those individuals that meet these requirements are entitled to work as a Hong Kong China Wrestling Association Medical Provider at any Hong Kong China Wrestling Association tournament or event.

For events in which no Medical Services coordinators are appointed or provided the referees should follow the 2- minute injury time and 4-minute blood rule. Hong Kong China Wrestling Association does not recommend tournament operations to host a wrestling tournament without appointed medical providers.

TITLE 2 MEDICAL CHECKS PRIOR TO WEIGH-IN

Prior to competition, each competitor must submit to a medical examination by the Event/Tournament Medical Coordinator. Each competitor must present with trimmed nails in a COMPETITION SINGLET and must walk independently to the medical check area. No shoes or other equipment, cell phones, towels or clothing is allowed in the medical check/weigh-in area. The medical check must examine competitor for skin disease and any of the following ineligibility criteria:

1. No open, infected wounds
2. Suffering from a condition or disease which as a result of physical strain during the competition which might

adversely affect health or his opponent's health

c. Has an infectious disease as determined by the tournament medical coordinator

d. Has a Concussion from that has not been cleared by a Medical Physician:

After the wrestler has passed an approved medical check, can the wrestler proceed to the weigh-in area?

The Tournament/Event Medical Coordinator has full authority without appeal in determining the eligibility of a wrestler to compete.

Medical Checks are available until weigh-ins are completed.

No weight reduction activity is allowed in the Medical Check/ weigh-in area.

Any wrestler, who presents at Medical Check with Makeup/temporary Tattoo covering a skin lesion will be disqualified for the event.

TITLE 3 TRANSGENDER POLICY

Hong Kong China Wrestling Association deems it necessary to ensure, insofar as possible that transgender athletes are not excluded from the opportunity to participate in a wrestling competition. As such Hong Kong China Wrestling Association will follow the guidelines of the IOC. **TITLE 4 INTERRUPTION OF THE BOUT**

The referee is obligated to stop the match if THEY determine a situation to be potentially dangerous and could possibly cause harm to either wrestler. The mat judge should also have an active role in recognizing a potentially dangerous action and inform the referee if they believe the match should be stopped. Wrestling will restart in the standing position.

If a wrestler is clearly injured/bleeding, the bout must be stopped immediately, and the wrestler must be attended to by medical staff. Coaches are allowed to attend to the injured or bleeding wrestler but must not interfere with the medical staff or use the time to coach the wrestler. The unaffected wrestler must remain on the mat at all times but can be attended by coaches. The medical staff will determine bleeding management versus injury time and take appropriate actions. Bleeding time is limited to Four (4) minutes from the time the medical staff declares bleeding time. If the bleeding time exceeds four minutes (4) the bout is awarded to the opponent as a medical default.

Clean-up time is not considered part of the Bleeding time.

Injury Time is unlimited if the medical staff requests the time and the referee grants the time. The medical staff must determine when the injury is assessed and recovery time is completed. If the medical staff allows the wrestler to continue, the wrestler must be instructed that any additional stoppage for this injury in the bout could result in a point being awarded to the opponent in the 16U categories and older. It is the refereeing team's discretion to award a point to the opponent for an athlete who repeatedly stops the match for injury management. Medical staff will only serve to assess and treat injuries and determine if a wrestler can safely continue in the match.

The coach may not request recovery time and abuse could result in the refereeing team issuing a yellow card.

After the appropriate medical treatment, the bout will resume in the same position the athletes were in just before the interruption. However, if the offensive athlete in par terre requests injury or bleeding time on their own accord, the bout will resume in the standing position.

If the bout cannot be continued due to medical reasons, the tournament medical staff has full authority to not allow the injured athlete to continue. The medical staff decision cannot be contested.

Appendix C-HKCWA Dual Meet Tournament Competition Rules

HKCWA Dual Meet Tournament Rules

This section is designed to provide a clear definition of regulations that govern the dual meet competitions in Hong Kong China Wrestling Association. This puts the regulations in writing together in one document for easy reference.. **These are only the rules that deal with dual meet competitions. It must be remembered that in Freestyle and Greco Dual Team competitions:**

The individual bout is governed by the HKCWA Greco-Freestyle rules and rule modifications however, dual meet competition between two teams, including actions by the coach and the team bench, are governed by the rules listed below.

Rule 1, Competition Section 1 Representation

Art 1... A team may be represented by only one wrestler in each weight class during dual-meet competition, and no substitution is permitted for any wrestler in dual meets or tournaments once the wrestler has properly reported to the scorer's table. (Exception see Rule 6-1-2)

Art 2... No Wrestler shall represent the school in more than one weight class in any dual meet.

Art 3... No contestant shall wrestle two consecutive matches with less than a 15-minute rest between them. The conclusion of each match shall be recorded. **(Hong Kong China Wrestling Association regulations stipulate a 15-minute rest between matches**

Art 4... A contestant shall not accept a forfeit in one weight class and compete in another.

Art 5... A wrestler who weighs in for one weight class may be shifted to the next highest weight class, provided it is not more than one weight class above that for which the actual weight qualifies. The exact weight of all contestants shall be recorded and submitted to the official scorer.

i.e. A wrestler weighing 140.1 is a 145 lb wrestler thus the highest class he could wrestle is 152 lbs.

Art 6... Each team shall designate a captain(s) and a head coach. Prior to the beginning of the meet. They shall report to the referee for the disk toss to determine which individual is to

appear at the scorer's table first at each weight class. One coach shall be designated as the "head coach" for the entire dual meet and shall be the only coach communicating with the mat official(s) for the duration of the meet. Attempts by other coaches approaching the officials shall be considered as misconduct against the designated head coach. Teams may change designated head coach for any or all subsequent duals in a tournament.

Art 7... Prior to the meet, the head coach shall verify that all wrestlers will be in proper uniform, properly groomed, properly equipped, and ready to wrestle.

Rule 2, Equipment Section 1 Team Benches

Art 1... For dual meets, all team personnel, including coaches, other than actual participating contestants shall be restricted to an area that is at least 10 feet from the edge of the mat and the scorer's table, where facilities permit. At no time can any coach, team personnel, or members of the team bench enter the wrestling area without permission from the mat official(s). The penalty for this will be misconduct against the head coach in accordance with the penalty chart.

Art 2... During the tournament competition, a maximum of two team personnel (coaches and/or non-participating contestants) will be permitted on chairs at the edge of the mat. It is permissible to allow coaches on the corner of the mat in a restricted zone. In tournaments where coaches are permitted on the corner of the mat, the restriction zone shall be defined by either a contrasting line marked on the mat with paint or tape or a contrasting coloured surface under the chairs. The restriction zone shall be no closer than 5 feet from the edge of the circle. Coaches shall be seated at least 10 feet from the scorer's table, where facilities permit.

Art 3... All members of the team bench must have a current HKCWA "Wrestling Leader" or "Athlete" membership. **Rule 3, Wrestlers' Classification and Weigh-in Section 1 Wrestlers Uniform**

Art 1... The uniform shall be worn as intended and designed by the manufacturer.

Section 2 Appearance and Health

Art 1 ... Hong Kong China Wrestling Association has policies that are enforced by on-site physicians and trained personnel that deal with skin and health issues.

Section 3 Weighing In

Art 1... For any event, all contestants shall be present in and remain in the designated weigh-in area at the time established by the meet administration. Contestants shall not leave the designated weigh-in area unless permission is granted by the meet administration. *In Hong Kong China Wrestling Association dual meet competition contestants will weigh in as a team, not as individuals, by weight class.* A contestant shall weigh in for only one weight class during the weigh-in period. If only one scale is available, a contestant may step on and off that scale two times to allow for mechanical inconsistencies in the scale. If multiple scales are available, a contestant may step on and off the first scale two times to allow for mechanical inconsistencies in that scale. If the contestant fails to make weight on the first scale, the contestant shall immediately step on each available scale provided by the tournament management within the weigh-in area, one time in an attempt to make weight. If the tournament management has a designated "Over Scale" the contestant has one attempt on that scale only. During the time off the scale(s), activities that promote dehydration or the gaining of weight are prohibited.

In Hong Kong China Wrestling Association dual meet competition there are no weight allowances.

Rule 4, Definitions Section 1 Biting

Art. 1... Biting is an act of flagrant misconduct and, on the first occurrence, the individual shall be disqualified from the competition.

Section 2 Coaches Misconduct

Art. 1... Coach misconduct occurs when a coach improperly questions the referee.

It should be noted that all misconduct by assistant coaches and/or team leaders will be considered a charge of misconduct against the team's designated head coach. This rule applies to all personnel associated with the team bench.

Art. 2... When a coach requests a conference with the referee (when the video review process is not being used) regarding a possible misapplication of a rule, and it is determined there is no misapplication or when during a conference, the coach questions the judgment of the referee, coach misconduct shall be called. The coach misconduct penalty shall always be charged to the head coach.

See **Rule 6, Art..7** regarding procedures for the video challenge regarding HKCWA dual meet competitions. **Art. 3...** Coach misconduct results in the following:

First offense-warning

Second offense-deduct one team point

Third offense-deduct two team points and removal of the head coach for the remainder of the day. The penalty sequence starts anew each day. (See Penalty Chart)

Section 3 Disqualification

A disqualified wrestler is one who is removed from participation in accordance with the Penalty Chart, or properly reports to the scorer's table in a dual meet and then withdraws.

Section 4 Dual Meet

A series of matches, one in each of the specified weight classifications, constitutes a dual meet.

Section 5 Flagrant Misconduct

Art. 1... Flagrant misconduct on the part of Coaches or other Team personnel are acts which:

The referee considers it serious enough to remove the offender from the premises. Can occur prior to, during, or after a match, including the use of tobacco products.

Art. 2... Contestants

Flagrant misconduct is any physical or nonphysical act that 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 multiple club (District/national team) event.

Acts include, but are not limited to:

1. striking
2. butting
3. elbowing
4. kicking an opponent
5. use of tobacco products.

c. If in the opinion of the referee, a wrestler bites an opponent this will be deemed as intentional biting and will be called flagrant misconduct. In a Hong Kong China Wrestling Association competition where 3 man mechanics are used, all three officials should agree on a flagrant misconduct call.

Section 6 Taunting

Art 1... Taunting is penalised as unsportsmanlike conduct on the penalty chart.

Note: Hong Kong China Wrestling Association disapproves of any form of taunting which is intended or designed to embarrass, ridicule, or demean others under any circumstance including on the basis of race, religion, gender, or national origin.

Section 7 Unnecessary Roughness

Art 1... Unnecessary roughness involves physical acts that occur during wrestling. It includes any act which exceeds normal aggressiveness. It would include, but not limited to: a) a forceful application of a cross-face; b) a forceful trip; c) a forearm or elbow used in a punishing way, such as, on the spine or back of the head or neck.

These actions are governed by the HKCWA Greco/Freestyle match rules and penalised as brutality under those rules.

Art 2... Continuing acts of unnecessary roughness may be construed as flagrant misconduct and could be penalised accordingly by the official(s).

Section 8 Unsportsmanlike Conduct

Art 1... Coaches and Team Personnel. Unsportsmanlike conduct of coaches and other team personnel is any act that becomes abusive or interferes with the orderly process of the match. These acts may occur prior to, during, or after the match. This includes violations of the bench decorum, taunting, acts of disrespect, or those actions which incite negative reactions by others. The offender shall be penalised for unsportsmanlike conduct in accordance with the Penalty Chart. The head coach shall be penalised for unsportsmanlike conduct if wrestlers report to the scorer's table, not in proper uniform, and not properly groomed, not properly equipped, or not ready to wrestle.

Art 2 ... Contestants. Unsportsmanlike conduct involves physical or nonphysical acts and they can occur before, during, or after a match. It includes, but not limited to, such acts as failure to comply with the direction of the referee, pushing, shoving, swearing, taunting, intimidation, baiting an opponent, throwing ear guards or any other equipment, spitting, and the clearing of the nasal passage in other than a proper receptacle, indicating displeasure with a call, failure to keep shoulder straps up while on the mat and failure to comply with the end-of-the-match procedure. Continuous acts of unsportsmanlike conduct may be construed as flagrant misconduct.

Art 3... Spectators. Any act (physical or non-physical), which in the opinion of the referee, is serious enough to warrant removal, shall cause the spectator to be removed from the premises for the remainder of the event.

Rule 6, Conduct of Matches Section 1 Starting the Match

Art 1... A team intentionally delaying its appearance to the mat beyond five minutes of the established dual meet starting time, shall be penalised one team point. If the team does not appear within the next five minutes, there shall be team forfeiture for the dual meet.

Art 2... In dual-meet competitions, the wrestlers must be ready to go to the scorer's table immediately when called by the referee. *Coaches will escort the wrestlers to the head table to assure that the correct wrestler is entering that bout.* The wrestler sent to the scorer's table first, who then cannot be withdrawn or replaced without being disqualified and the weight class forfeited shall be determined by the pre-meet disk toss. Once a second wrestler has properly reported to the scorer's table in proper sequence, as determined in the pre-meet coin toss, neither can be withdrawn nor replaced without disqualification and the weight class forfeited. *If a coach/wrestler reports out of turn (i.e. odd team reports first but it is even teams turn) that odd wrestler may be withdrawn without penalty.* The first match is odd. If the even number matches are selected, the coach will send its wrestler to the scorer's table first on the even matches. The opposing team then will send its wrestler to the scorer's table first for the odd-numbered matches. The referee shall correct errors without penalty to the contestants.

Art 3 ...In matches involving visually handicapped wrestlers, the finger-touch method shall be used in the neutral position and initial contact shall be made from the front. Contact will be maintained throughout the match

Section 2 End-of-Match Procedure

Art 1 ... If no fall occurs during the final period, the referee shall direct the wrestlers to return and remain in the center

of the mat while the referee verifies the match score. (Mat chairman will indicate colour under HKCWA/UWW rules)

Art 2... The wrestlers shall shake hands and the referee shall declare the winner by raising the winning wrestler's hand.

Section 3 Correction of Errors

Art 3 ... When the timekeeper makes an error or the clock fails to start when the referee indicates time is to begin, the referee is to make a judgment concerning the time that should have been consumed. The referee will adjust the

clock accordingly. (In HKCWA competition the referee, judge, and mat chairman will determine that time.) **Errors must be corrected prior to the start of any subsequent period in Greco and Freestyle competition.**

Art 4... Dual meet scoring errors by referee or scorer: a. Match Score

1. Errors by the timekeeper, official scorer, or referee must be corrected prior to the offending contestant leaving the mat area if additional wrestling is necessary. If

additional wrestling is not necessary, the error may be corrected as long as the offending contestant or coach remains in the mat area.

2. Errors involving the computation of the match score must be corrected within 30 minutes after the conclusion of the dual meet. If the error necessitates additional wrestling, it must be corrected prior to the start of the next match.

b. Team Score

1. Errors involving the recording or computation of team scores must be corrected within 15 minutes of the conclusion of the dual meet or prior to the beginning of the next round of team competition.

Art. 5... Tournament scoring errors by the referee or official scorer. a. Match Score

1. Errors by the timekeeper, official scorer, or referee must be corrected prior to the offending contestant leaving the mat area if additional wrestling is necessary. If additional wrestling is not necessary, the error may be corrected as long as the offending contestant or coach remains in the mat area after the match has concluded and before the start of the next match.
2. Errors involving the computation of the match score must be corrected prior to the next meet in which either wrestler (team) competes.
3. Errors involving the recording or computation of team scores must be corrected within 15 minutes of the conclusion of the tournament or before the beginning of the next round of team competition.

Note: It is the coach's responsibility to know the team score at the conclusion of the tournament. Any discrepancy must be reported within a 15-min. time frame following the conclusion of the tournament.

Art 6... When a coach believes the referee has misapplied a rule or disagrees with judgment, the coach may approach the scorer's table, request the match be stopped (when there is no significant action), and discuss with the referee (the mat chairman in HKCWA competition) and discuss the matter in front of the scorer's table. Both wrestlers shall return to and remain in the center of the mat. If the referee has misapplied a rule, necessary adjustments will be made, an explanation to the opposing coach will be made, and wrestling will immediately be resumed. If there is no error, or if the coach disagrees with the referee's judgment, the coaching staff will be penalised for coach misconduct. The first time it occurs in a dual meet or tournament it is a warning; the second time is the deduction of 1 team point; the third time the head coach shall be removed from the premises for the remainder of the day and 2 team points deducted. This rule is null and void if using the "Video Challenge Process" described in Art 7.

Art 7... In the HKCWA Dual competitions where "video review" is being used the above Art 6 becomes null and void and is replaced by the following:

1. Coaches may approach the scorer's table to ask only the following questions of the mat chairman without penalty or having to request a video review.
 1. "Is the score showing on the clock correct?"
 2. "Is the time showing on the clock correct?"
 3. "Who has the criteria?" (If the bout score is tied.)

2. If the coach disagrees with the points scored during an action, thinks there was a foul that occurred during an action, or thinks that there was a timing error, the coach may request a video review according to the procedures for that tournament.

The coaching staff (head coach) is allowed 1 unsuccessful, "lost" video challenges per bout and 4 "lost" challenges per dual. If the video challenge is successful the coaching staff maintains the current number of challenges and is allowed another challenge in that bout. This allows for more than 1 challenge per bout IF the coaching staff was successful with any remaining challenge opportunities available to them.

The athlete has the opportunity to immediately refuse the video challenge made by his/her coach.

If the coach "loses" the challenge by not having the score changed to his/her wrestler's advantage, the opposing wrestler will be awarded 1 match point.

Challenging the results of a challenge or challenging after the coaching staff has lost the 1 per bout, or the 4 per dual, a misconduct penalty will be assessed against the head coach. Questioning the officials without a challenge opportunity will also result in a coaching misconduct.

All discussions or questions other than the three questions listed in Rule 6, Art 7, Section 1 must come in the form of a challenge brick, if available.

All coaching misconducts are assessed against the head coach, 1st is a warning, 2nd misconduct is a 1 team point deduction, 3rd misconduct is a deduction of 2 team points, plus the head coach is removed from competition for **the remainder of that day's competition. All misconducts of this type are cleared at the end of each dual meet with the exception of the head coach that was removed for the day.**

Lost challenges shall be recorded with a **circled X** in the sequence of bout scoring on the dual meet scoring sheet

3. Only the mat chairman and/or jury can refuse the challenge during the following situations.

1. Challenges made after the match has ended. The only exceptions will be when points are added to the

scoreboard after the time was out or when an action occurred just before the end of the bout.

2. Challenges not made in a reasonable amount of time. Coaches must issue the challenge within a reasonable amount of time from when the scoring action occurred or when the points went onto the scoreboard. Wrestling is dynamic and this will be at the discretion of the mat chairman and jury. **IF A NATURAL STOPPAGE OCCURS IN THE MATCH AND THE CHALLENGE IS NOT OFFERED PRIOR**

TO RE-STARTING THE MATCH, THE CHALLENGE WILL BE DENIED.

3. Confirmed passivity.

4. Confirmed falls and/or situations where a fall was not confirmed by the referee team. Challenges can be requested for fouls that occurred that led to the fall.

Rule 7, Infractions

Section 1 Conduct of Contestants

Art 1...Flagrant misconduct involves physical or nonphysical acts and they can occur before, during, or after a match and is any act considered by the referee to be serious enough to disqualify a contestant from the match and any additional wrestling in the multiple school event. It would include, but not limited to striking, butting, elbowing, kicking, biting an opponent, or using tobacco products.

Section 2 Conduct of coaches, team personnel, and others

Art 1... All persons affiliated with the team including wrestlers, coaches, trainers, and managers are subject to the

rules and will be governed by the decisions of the referee. (In Hong Kong China Wrestling Association this would be the 3-man officiating team)

Art 2... Coaches and other team personnel are restricted to the bench/chairs while the clock is running and during normal out of bounds and resumption of wrestling. During this time the coach may walk behind the team bench to encourage wrestlers, or, when necessary for the team bench to be located in the bleachers, walk in front of the team area parallel to the bleachers. The coach may approach the scorer's table to request the match be stopped to discuss the misapplication of a rule. The coach may move towards the mat only during a charged time-out or at the end of the match.

Art 3 ... Unsportsmanlike conduct of the coaches and other team personnel is any act that becomes abusive or interferes with the orderly progress of the match. These acts occur prior to, during, and after the match. This includes violation of the bench decorum rule, taunting, acts of disrespect, or those actions which incite negative reactions by others. The offender shall be penalised for unsportsmanlike conduct in accordance with the Penalty Chart.

Art 4... Coach misconduct is called when a conference is requested with the referee regarding misapplication of a rule, and the referee determines there is no misapplication involved, or when, during a conference, a coach questions the judgment of the referee.

Art 5... Flagrant misconduct on the part of the coach or any other team personnel is an act which the referee considers serious enough to remove the offender from the premises. These acts can occur prior to, during to after a match. This includes the use of tobacco products. Flagrant misconduct shall be penalised in accordance with the Penalty Chart.

Art 6 ... A spectator who acts in an unsportsmanlike manner may be removed from the premises for the remainder of the event. When requested by the referee, the home management shall be responsible for the removal of spectators who become offensive. This shall be done without penalty to either team.

Rule 8 Penalties and Injuries Section 1 Penalty Administration

Art 1... Any contestant reporting to the mat to wrestle with a greasy substance on the body or uniform, improper grooming, objectionable pads and braces, illegal equipment, illegal uniform, or any equipment that is detected as being illegal after the match has started shall be disqualified if not removed or corrected within the 2-minute injury

time. (Hong Kong China Wrestling Association injury time) Reporting to the mat, not properly equipped, or not ready to wrestle is a misconduct penalty against the head coach and is penalised according to the penalty chart.

Art 2... Penalties and warnings are cumulative throughout the match. Each infraction has its specific penalty.

Art 3... Unsportsmanlike conduct by a wrestler prior to or after the conclusion of wrestling, coaches, or other team personnel, results in the deduction of one team point for the first offense. On the second offense, two team points shall be deducted. The individual will be removed from the premises for the remainder of the event provided authorized personnel are available to supervise. If no supervision is available, the student shall be confined to the bench area. These penalties carry over in a multiple-day event.

Art 5 ... Coach Misconduct results in the following:

- a) First offense – warning;
- b) Second offense – Deduct one team point;
- c) Third offense – deduct two team points and removal of the head coach for the remainder of the day. The penalty sequence starts anew each day.

Art 6 ... Flagrant misconduct results in disqualification of the individual, immediate removal from the premises, and deduction of three team points on the first offense. A student may be removed from the premises if there are authorized personnel present to supervise the said student. If no supervision is available, the student shall be confined to the bench area. Any contestant disqualified in individual tournament competition is not entitled to any points earned in the tournament. All advancement points, fall points, placement points, etc. are negated. All vacancies created in the tournament pairing shall be recorded as forfeits. In dual-meet competition, any team points earned shall be negated. *Team points earned in the previous dual meet(s) stand.*

Flagrant misconduct will disqualify any individual from the remainder of a multiple-team event or tournament.

Rule 9 Scoring

Section 1 Team Scoring (Dual Meet Tie Breaker)

Hong Kong China Wrestling Association dual meet modifications

Dual Meet Tiebreaker Criteria (If two teams are tied in an individual dual):

1. The team whose wrestlers, coaches, or support staff has been penalised the least number of team point(s) for flagrant or unsportsmanlike conduct shall be declared the winner.
2. The team with the most victories (including forfeits) shall be declared the winner.
3. The team with the most victories by fall shall be declared the winner.
4. The team with the most victories by technical superiority shall be declared the winner.
5. The team with the most victories by forfeit, default, or disqualification shall be declared the winner.
6. The team with the most victories by decision shall be declared the winner.

7. The team with the lowest draw number shall be declared the winner.

Rule 10 Conduct of Tournaments Section 2 Entries

Art 1... Failure to verify entries by the stipulated deadline or by completion of weigh-in shall result in disqualification from a tournament. If a stipulated deadline has not been pre-determined, the deadline shall be the completion of weigh-ins.

Art 2... Wrestlers (teams) shall be permitted a maximum of five minutes to appear ready to compete at a specific mat. Failure to appear shall result in a forfeit to the opponent.

Art 3 ... Defeat due to injury in a tournament does not eliminate a contestant from further competition.

Art 4... In case of injury or illness after verification of entries, the tournament director, in consultation with available medical personnel and the coach of the injured or ill contestant, shall determine the contestant's ability to continue. Extenuating circumstances concerning the injury or illness as it relates to default or forfeit for scoring purposes shall be considered by the tournament director.

Art 5 ... A forfeit shall eliminate a contestant from further competition in a tournament, except when the forfeit is because of injury or illness which occurred during the tournament.

Art 6 ... Disqualification may eliminate a contestant from further competition, depending on the severity.

Art 7... Any wrestler who fails to make weight each day of a tournament is ineligible for further competition and cannot place in the tournament except as provided in Article 4 of this section. A forfeit shall be awarded to the opponent.

Art 8... All vacancies created in the tournament pairings after the first round shall be scored as forfeits.

Summarized Penalty Chart for HKCWA Dual Meet Competitions

	Rule	Warning	First Penalty	Second Penalty
Coaches Misconduct (During the Match)	4-2-1 4-2-2 4-2-3 6-3-6	Yes	Deduct 1 Team Point	Removal of head coach from premises immediately on the second penalty and deduct 2 team points. Removal is for the remainder of the day.
Unsportsmanlike Conduct – Contestants (not during the match), Coaches, and Other Team Personnel	4-8-1 4-8-2 4-8-3 7-1-3	No	Deduct 1 Team Point	Remove from premises immediately on the second penalty and deduct 2 team points. Removal is for the remainder of the event, day/dual meet, or tournament.
Flagrant Misconduct, Contestants	4-5-2 7-1-6	No		Disqualify on the first offense, deduct 3 team points and remove from premises immediately for the duration of the event. The contestant is eliminated from further competition for the remainder of a dual meet, multiple school event, or tournament and no team points can be earned in an individual tournament. In dual-meet competition, any team points earned shall be negated.
Flagrant Misconduct, Coaches, and Other Team Personnel	4-5-2 7-1-1	No		Remove from premises immediately on the first offense and deduct 3 team points. Removal is for the dual meet, the remainder of a multiple school event, or tournament.

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Note 1- Disqualification due to technical violation, illegal hold, and unsportsmanlike conduct during a match of unnecessary roughness do not eliminate a contestant from further competition in tournaments.

Disqualification for unsportsmanlike conduct not during the match eliminates a contestant or coach for the remainder of the event

Disqualification for flagrant misconduct will disqualify any individual for the remainder of a multiple school event or tournament. They are removed for the duration of the event.