

International Rule Book & Guide to Wrestling

FREESTYLE, GRECO-ROMAN AND WOMEN'S

2003 Edition



USA wrestling

FEATURING:

- ★ Official Rules of FILA
- ★ USA Modifications
- ★ Wrestling Glossary
- ★ A Guide to Pairing
- ★ Tournament Operations

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The 2003 International Rule Book & Guide to Wrestling is produced by the Department of State Services of USA Wrestling, in cooperation with the United States Wrestling Officials Association (USWOA).

USA Wrestling is the National Governing Body for the sport in the United States and its authorized representative to the United States Olympic Committee and to the Federation Internationale des Luttes Associees.

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Introduction

There are two basic styles of international wrestling, Freestyle and Greco-Roman. With one major exception, the rules for the two styles are identical. The difference is:

- ★ In Greco-Roman, a wrestler may not attack his opponent's legs, nor use his own legs to trip, lift or execute other holds.
- ★ In Freestyle, however, both the arms and legs may be used to execute holds and to defend against attack.

These definitions bring about variations in stance and technique, and in some interpretations of the rules, but the requirements for scoring points, for winning and losing, and for advancement through an event are the same for both styles. A wrestler's goal is to pin his opponent's shoulders to the mat, or else to win on points.

Although freestyle wrestling bears a resemblance to the folkstyle practiced in American scholastic and collegiate programs, there are major differences between the national and international styles. Over the past decade, the International Federation of Associated Wrestling Styles (FILA) has changed the whole direction of the sport.

The objective is to make wrestling vigorous, dynamic and spectacular. This is being carried out by revisions of the rules and their interpretations, by modifications of the methods of pairing, scoring and advancement, and by introduction of new philosophy.

Modern Wrestling

The philosophy of modern wrestling is spelled out in such major developments of the 1990s:

- ★ Changes in the length of the bout, from a single period of five minutes to two three minute periods. Wrestlers are expected to go "all out" from start to finish.
- ★ Bonus points awarded for spectacular throws which take an opponent directly to their back. A 1-point takedown performed in spectacular fashion can become a 4-point or even a 6-point action, with a bonus for holding the opponent in bridge for five seconds.
- ★ The establishment of clear-cut championship finals. The bout for first and second places, can be scheduled at a specific time at the climax of competition.

Passivity (stalling) is the worst enemy of wrestling. Any attempt to avoid wrestling — by blocking, by pushing, by going out of bounds, by "playing the edge" — is punished under a code of warnings, cautions and penalties.

The basic elements of the modern wrestling rules and their philosophy are summed up in three terms:

Total wrestling defines the dynamic, “all-out” aspect of the sport. The wrestlers are expected to attack and counterattack continuously during the wrestling time.

Universal wrestling is an essential quality of total wrestling. It calls for the development of new techniques and the use of a wide variety of actions and holds.

“Risk:” In all sports, attack and defense imply a certain amount of “risk.” A strong wrestler has the courage to take “risks.” Fear and the reluctance to take “risks” should not be a part of wrestling.

Age Group Competition

USA Wrestling sanctions competitive opportunities in Freestyle, Greco-Roman and Folkstyle wrestling for all ages and in varying levels of intensity. These programs are not intended to replace scholastic and collegiate folkstyle wrestling, but rather to allow each individual to broaden his horizons, increase his technical skills and establish new goals.

One of the advantages of wrestling freestyle and Greco-Roman is that these styles make up an individual sport. Although club and state awards are presented, the wrestler does not have the pressure of performing for his school, the fear of letting down his team. He/she is free to wrestle to win, rather than half-wrestle not to lose.

The club coach most likely is a volunteer. His/Her professional job and his/her family's livelihood do not depend on the performance of a team. He/she is free to teach new technique, and to encourage his wrestlers to utilize these new skills.

The officials also are volunteers. Generally, there are three on a mat free to make swift, objective decisions about scoring and about passivity, to enforce the rules and the spirit of the rules. Pairing officials apply standard formulas and procedures, without the need for subjective judgment.

Wrestling in the international styles is the ultimate participation in The Oldest Sport.

USA Wrestling in general follows the freestyle and Greco-Roman rules of the international governing body, *Fédération Internationale des Lutttes Associées*, known as FILA, with modifications for domestic and age group competition. Not all aspects of the international rules are adhered to, and local and state conducted events may include other modifications. As part of its continuing education effort, USA Wrestling presents the 2003 edition of Guide to Wrestling in the international styles, including the official rules of FILA and guidelines for pairing and tournament operations.

USA Wrestling State Associations & Grass Roots Vision Statement: *The vision of USA Wrestling is to be the preeminent, most prominent and highly regarded sport organization in the World using Olympic Ideas to assist all in achieving their maximum human potential.*



Fédération Internationale des Lutttes Associées
International Federation of Associated Wrestling Styles

International Rules of Wrestling

Greco-Roman Wrestling
Freestyle Wrestling • Women's Wrestling

Foreword — “Wrestling”

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Publisher: Fédération Internationale des Luttes Associées
Editor-in-Chief: Mr. Raphael Martinetti, President of FILA
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Suisse

USAW Modifications: Modifications to the international rules, made by USAW to enhance the sport in the United States, are in some cases noted after the text of the international rules in italics or can be found in the section titled “USA Modifications”.

See page 131 for USAW Modifications Index

Foreword

Wrestling, like all other sports, obeys rules which constitute the “Rules of the Game” and define its practice, the aim of which is to “pin” the opponent or to win on points. These regulations apply to all the styles recognized by modern wrestling controlled by FILA.

The Greco-Roman Style and the Free Style basically differ as follows:

- In Greco-Roman wrestling, it is strictly forbidden to grasp the opponent below the belt line, or to trip him or to use the legs actively to perform any action;
- In Freestyle wrestling, however, it is permissible to grasp the legs of the opponent, to trip him and to use the legs actively to perform any action.

Double nelsons are strictly forbidden in women’s wrestling.

Special rules apply to traditional wrestling in regions where it is practiced.

Frequently modified and always subject to further modification, the rules set forth herein must be known and accepted by all. They call upon those who practice the sport to compete totally and universally, with complete honesty and fair play for the pleasure of the spectators.

GENERAL RULES

Article 1 — Objectives

The article is drawn up to implement the provisions of the FILA Statutes:

- Financial Regulations.
- Disciplinary Regulations
- Regulations governing the organization of international contests.

The International Rules of Wrestling have as their specific objectives to:

- Define and specify the practical and technical conditions under which bouts are to take place.
- Determine the value to be assigned to wrestling actions and holds.
- List situations and prohibitions.
- Determine the technical functions of the officials.
- Determine the competition system, methods of classification, penalty, elimination of competitors, etc.

Being subject to modification in the light of practical observations as to their application and research into their effectiveness, the international rules set forth in the following document constitute the framework within which the sport of wrestling is conducted in all styles. Traditional wrestling is governed by rules specific to the various styles.

Article 2 — Interpretation

In case of disagreement as to the interpretation of the provisions of any article in the following Rules, the Executive Bureau of FILA is solely empowered to determine the exact meaning of the article(s) in question. Only the French text shall be held as true.

In the United States, the USWOA in conjunction with USAW shall be empowered to determine the exact meaning of the rules of the sport in all matters for domestic events not under direct control of the FILA.

Article 3 — Application

Application of these rules to the Olympic Games, Championships and to all international meets under the control of FILA is compulsory.

During international competitions, a competition procedure that differs from that set out in the Rules may be used, provided that permission has been granted by FILA and all participating countries.

In the United States, the rules of the sport and modifications to the FILA rules shall be used at all regional, national and international events. State and local competitions are encouraged to use these rules for consistency from competition to competition.

CHAPTER 1

COMPETITIONS AND PROGRAMMES

USAW competition procedures may be found beginning on page 58

Article 4 — Competition Method

The competitions take place under the system with groups of 3 or 4 wrestlers, without seeds, against each, in the following manner:

A. Elimination by Pool

1. The wrestlers are paired off in the order of the numbers drawn at the weigh-in from the smallest to the largest, i.e.: #1 against #2, etc. and divided into pools of 3 or 4.
2. They wrestle against each in the pool. The wrestler who scores the most classification points will be qualified for the continuation of the competition. In case of a tie in positive points, the winner will be determined by the successive evaluation of the following elements:
 - victory of one over the other
 - number of falls (in the event of a draw, the time taken to achieve the fall)
 - number of technical superiority (whoever has the most)
 - technical points (whoever has the most)
 - number of cautions 0 (whoever has the least)
 - number of passivity (whoever has the least)
 - value of the holds (whoever has the most 5-3-2 points)
 - if there is still a draw, the exact weight of the wrestlers at weigh-in will determine the winner (lightest shall be classified before)
3. In the event of a draw of classification points of 3 wrestlers in a pool, they will be classified as follows:
 - Place the wrestler first or third using the classification criteria if possible
 - Classify the other two following the match between them
 - In the event of a draw between 4 wrestlers in a pool, the first criterium for determining the winner of the pool is the number of wins. Then the above criteria are used.

- All the eliminated wrestlers will be classified using the criteria mentioned in a.-h. above.
4. Particular cases: (a) If the number of competitors is between 2 and 5, they will compete using the system of everyone against everyone else. (b) If the number of competitors is between 6 and 8, both the pool winners compete in the final for 1st and 2nd place and those who came 2nd in the pool compete for 3rd and 4th places. (c) When there are only 9-10 or 11 wrestlers in a weight category, the wrestlers placed second of each group will form a "repechage" group wrestling each against each. The winner will be the fourth wrestler qualified for the semi finals and will be at the bottom of the table. In case the "repeche" wrestler has already wrestled against the winner of group three, the pairing of the semi final will be crossed. (d) If a wrestler is injured and cannot continue the competition he/she will be placed according to the result obtained up to his/her elimination. The next pairing will not be modified and his/her opponent or opponents will win the match. In this case the winner will receive four positive points.

B. Qualification Rounds

1. When the winners of each group are known it is sometimes necessary to have a qualification round with direct elimination in order to obtain the ideal number four, eight or sixteen wrestlers for the continuation of the competition.
2. The pairing of this round will be made between the wrestlers placed at the top of the table.
3. The wrestlers eliminated during the qualification round will automatically be placed before the eliminated wrestlers of the pools.
4. Placing will be determined according to the following criteria and only on the basis of the qualification round:
 - classification points
 - technical points
 - cautions 0 (whoever has least shall be higher)
 - passivity comments P (whoever has least shall be higher)
 - value of the holds (whoever has the most 5-3-2 points)
 - if there is still a draw, the exact weight of the wrestlers at weigh-in will determine the winner (lightest shall be classified before)

C. Finals

1. The final rounds will take place under the direct elimination system until there are only two wrestlers left who have not been eliminated and who will compete for first and second places.
2. The losers of the semi finals will compete for third and fourth places.
3. The wrestlers eliminated in the final rounds will be placed according to the positive classification points scored in the

elimination round. In case they have an equal number of points the winner will be determined according to the following criteria:

- technical points
 - cautions 0 (whoever has least shall be higher)
 - passivity comments P (whoever has least shall be higher)
 - value of the holds (whoever has the most 5-3-2 points)
 - if there is still a draw, the exact weight of the wrestlers at weigh-in will determine the winner (lightest shall be classified before)
4. If a wrestler fails to come to the mat, for whatever reason, during a match of the qualification round or the finals, his opponent will be declared winner of the match. If the abandon comes before the beginning of the pool competition, the pairing for the whole category will be modified.
 5. Final matches for the 5th and 6th place will only take place during Olympic Games between the best losers of the 1/4 finals, according to the classification criteria.

Article 5 - Competition Programme

In the United States the "Competition Program" shall be established by USAW.

Competition will be as follows:

- | | |
|-------------------------------|------------------------------------|
| A. Olympic Games | four days on three mats, per style |
| B. Senior World Championships | four days on three mats, per style |
| C. Junior World Championships | four days on three mats, per style |

However, depending on the number of entries received, one mat can be added or withdrawn for all competition types, with FILA's agreement.

In principle, for all competition types, sessions will not last longer than three hours. For all competition types, a category ends after a maximum of three days:

- | | |
|-----------------------------|------------------------|
| a. first day and second day | qualification rounds |
| b. third day | semi-finals and finals |

As a rule, a wrestler must not wrestle more than four bouts per day. All matches for 1st & 2nd must take place on the same mat. Matches for 3rd and 4th place can take place on more than one mat.

Matches from one weight category can take place over one or two days, depending on the number of wrestlers involved.

In each round of the competition, one weight category must be held on one mat only and not on several mats at the same time.

CHAPTER TWO

Material Structure

USAW age groups and weight classes differ in some cases from the FILA age groups and weight classes. Beginning on page 60.

Article 6 — Age Categories - Weight Categories - Competitions

A. Age categories (see page 54 for Women's)

Schoolboys/girl	13-15 years (13 years with medical certificate)
Cadets	15-17 years (15 years with medical certificate)
Juniors	18-20 years (17 years with medical certificate)
Seniors	20 years and older (wrestlers in the junior age group can wrestle with the senior age group, Wrestlers aged 17 in the year in question may not participate in senior competitions)

Ages shall be verified at all championships and competitions during final registration, six hours before the weigh-in. To do so, the head of each delegation shall submit the following documents to the technical delegate of FILA:

- The wrestler's license with stamp for the current year.
- The wrestler's individual passport or identity card (group passports are not acceptable).
- An honor certificate for each participant issued by the president of the National Federation attesting to the age of the wrestler. This certificate must be drawn up in accordance with the model supplied by FILA, on the National Federation's headed note paper

The nationality of each participant in an international competition also must be verified at the weigh-in by the presentation of a passport or identity card.

A wrestler may participate in a competition only under the nationality appearing on his passport.

If, at any time, it is determined by FILA that the statement was false and that fraud occurred, the disciplinary measures provided for to this end will be immediately applied against the Federation, the wrestler and the person whose signature appears on the fraudulent certificate.

Each wrestler who competes in a competition automatically authorizes the FILA to use film footage or photographs of his image for the diffusion or promotion of the competition or of competitions to take place in the future. If a wrestler does not agree to these conditions, He will have to make this clear at the inscription stage and may therefore be excluded from the competition.

B. Weight categories (Men)

<i>Schoolboys</i>			<i>Cadets</i>		
1.	29-32	kg	1.	39-42	kg
2.	35	kg	2.	46	kg
3.	38	kg	3.	50	kg
4.	42	kg	4.	54	kg
5.	47	kg	5.	58	kg
6.	53	kg	6.	63	kg
7.	59	kg	7.	69	kg
8.	66	kg	8.	76	kg
9.	73	kg	9.	85	kg
10.	73-85	kg	10.	85-100	kg

Juniors

1.	46-50	kg
2.	55	kg
3.	60	kg
4.	66	kg
5.	74	kg
6.	84	kg
7.	96	kg
8.	96-120	kg

Seniors

1.	55	kg
2.	60	kg
3.	66	kg
4.	74	kg
5.	84	kg
6.	96	kg
7.	96-120	kg
	1 kg = 2.2046	lbs

Each contestant deemed to be taking part of his own free will, and on his own responsibility, shall be allowed to participate in competition only in a single weight category corresponding to his weight at the time of the official weigh-in.

For categories in the senior age group (*all age groups for USAW competitions*), competitors can opt for the next category higher than the one for which they are entered, except for the heavyweight category, for which the contestants must weigh over 96 kg *or the highest weight class prior to last weight class of the appropriate age group for USAW competitions.*

C. Competitions (see page 54 for Women's)

International competitions for the various age categories are as follows: (*USAW age groups and competitions differ*)

Schoolboys (13-15 years)

- Bilateral and regional international competitions

Cadets (15-17 years)

- International competitions and Continental Championships

Juniors (17-20 years)

- International competitions
- Continental championships every even year
- World Championships every odd year

Seniors (20 years and older)

- International competitions
- Continental Championships and Cups each year
- World Championships each year (apart from Olympic Games years) In order to participate in Senior Men's World Championships, a selection will be made during the Continental Championships which take place in the same year as the World Championships, according to a quota adopted by the FILA congress in Sydney, 2000. In order to participate in all the other World Championships - cadets, juniors and women's in all age groups, the country must have been represented at the Continental Championships with one or more wrestlers.

- World Cup each year
- Challenge bouts, Masters, International Grand Prix FILA Gala Grand Prix, Super Stars bouts
- Olympic Games

Veterans (35 years and older)

- Competitions according to the programme, specific categories and Regulations.

All the above competitions shall be conducted according to FILA rules *or as modified by USAW for domestic competitions.*

Article 7 — Competitor's License

Any male or female school aged, cadet, junior or senior wrestler who competes in the Olympic Games, World Championships, World Cups, Continental Championships, Cups and Games, the World and Continental League and Regional Games must hold an international competitor's license, as defined by special regulations.

The competitor must present his license at the time of the weigh-in to the official delegate who, in turn, shall submit it for verification to the FILA representative. The latter shall return it on the same day to the team manager of the said competitor.

The license is valid only when it bears the FILA stamp for the current year. By paying for the stamp, the wrestler (except Veterans) is insured for medical and hospital costs in the event of an accident arising during the competition in which he/she is participating for the following events only: Olympic Games, World and Continental Championships, World Cups and World League.

Article 8 — Dress

USAW Modification: (a) Singlet: The singlets for Cadet, FILA Cadet and Junior Division National Championships are to be colored predominantly a clearly distinguishable shade of either red or blue. No specific rules for any other competitions. (b) The use of protective headgear of a type required for scholastic wrestling is authorized and recommended in Junior, Cadet, FILA Cadet and Kids competition. Headgear is allowed in Senior, University and FILA Junior World competition, but must be removed at the request of the opponent unless it is worn for a certified medical reason.

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. (c) Competitors are required to tape their shoe laces down to avoid unfastening.

Contestants must appear on the edge of the mat wearing a FILA approved one-piece singlet of the color assigned to them (red or blue). It is forbidden to have within the singlet fabric a mixture of red and blue colour. Note: For Senior level competition the singlet is to be of the high-cut style, contact USAW for more information.

A wrestler must wear his country's emblem on his chest. On the back of the singlet, the wrestler must wear his country's name in abbreviation (max. size 10cm x 10cm). Contestants may not wear the emblem or abbreviation of another country, the use of light knee pads containing no metal parts is allowed, have a cloth handkerchief with him during the whole of the match and must show it to the referee beforehand.

During World Championships, Continental Championships and other competitions, contestants may wear a sponsor's name on their thigh or back. This is not allowed during the Olympic Games, where IOC rules apply.

Contestants may wear their sponsors' names on the back or sleeves of their robes.

Those wrestlers who wish to may wear Reinforced ear protectors are forbidden. Only garments made of elastic fabric and approved by FILA are permitted which do not contain any metal and do not have hard shells. The wearing of ear protectors is obligatory for all female age categories. The referee can oblige a wrestler whose hair is too long to wear ear protectors.

Any addition to this dress is prohibited, except when the bout is interrupted because of injury or other reason. During this stoppage, the wrestler may cover himself with a warm garment (robe).

Contestants must wear wrestling shoes providing firm support for the ankles and without laces, or they must make sure that the laces are fixed firmly on the shoes with a tape to avoid unfastening during the match. Each competitor is responsible for securing himself the tape for his shoes. However, the use of shoes with heels or nailed soles, shoes with buckles or with any metallic part, is prohibited. Shoes may be without laces. Special attention is to be given to shoe laces, the metal or rigid tips of which must be cut off.

It is also prohibited to:

- Wear bandages on wrists, arms or ankles, except in the case of injury or on doctor's orders. Such bandaging must be covered by elastic strapping.
- Apply any greasy or sticky substance to the body.
- Arrive at the mat perspiring for the beginning of the match as well as for the second period.
- Wear any object that might cause injury to the opponent, such as rings, bracelets, ear-rings, prosthesis, etc.

At the beginning of each day, the wrestlers in competition must be cleanshaven or have a beard of several months' growth. Hair must be short or tied back, if the referee deems it necessary.

At the weigh-in, the referee must check that each competitor satisfies the requirements of this article. The wrestler must be warned at the weigh-in that, if his appearance is not correct, he will not be allowed to enter the competition. If the wrestler enters the mat with a non-conform appearance, the officiating team will allow a maximum of 1 minute in order for him to conform. If, after this time, the wrestler is still at fault, he will lose the match by abandon.

Article 9 — The Mat

USAW Modification In the USA, where mats are manufactured for wrestling competition, the passivity zone may be marked by taping a line of dashes inside the out-of-bounds line. The inner 10-foot folkstyle circle has no meaning internationally, and when standing, the contestants start in the middle, facing each other about a yard apart.

One corner of the mat should be marked in red and another in blue, so the wrestlers and the coaches know where to report. This can be done with colored chairs, with colored 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 mat chairman's table. FILA approved mats are not required for domestic competition.

A FILA-approved mat, with a diameter of 9 meters, surrounded by a 1.5m border of the same thickness, is obligatory in all contests: Olympic Games, championships, cups and all international contests. For the Olympic Games and World Championships, warm up and training mats must also for FILA approved and be of the same quality as the competition mats.

A red band 1 meter wide and forming an integral part of the wrestling area is drawn along the inside of the circle that is 9m in diameter.

The following terms are used to designate the parts of the mat:

- The central circle is the mat centre (1 m diameter)
- The interior part of the mat lying within the red band will be called the central wrestling surface (7 meters in diameter).
- the red band: passivity zone (width 1 meter).
- the border: protection area (width 1.5m).

In Olympic Games, World Championships and Continental Championships, the mat should be set upon a raised platform, the height of which should not be greater than 1.10 meters (posts and ropes are prohibited).

If the mat is set on a platform, and if the protective margin (the border and free space around the mat) does not total 2 meters, the sides of the platform should be equipped with panels sloping at a 45-degree angle. The protection area always must be of a different color than the mat.

The flooring near the mat must be covered with a soft covering, carefully fastened into place.

The mat must have a canvas cover that must be washed and disinfected for every session to avoid contamination. The canvas eyelets must have protective coverings. However, when mats which have a smooth, uniform and non-abrasive surface (including canvas) are used, hygienic measures also must also be applied.

A circle must be traced in the middle of the mat with an inside diameter of 1 meter and a surrounding band 10 cm wide. The color of the line just described and that of the line marking off the wrestling area must be red. Inside this circle will be the start of all "Par Terre" and all clinch situations. Furthermore, the diagonally opposite corners of the mat are marked out in red and blue, respectively.

Finally, the mat should be installed in such a way that it is surrounded by wide, open space, in order to allow the competition to proceed in a normal manner.

Article 10 — Medical Service

USAW Modification: Policies and procedures for medical services at USAW sanctioned regional and national events is described in the official event flyer for the event. This article is to be used as a guideline only for USAW sanctioned events.

As specified in the regulations defining the international competitor's license, each wrestler must undergo a special medical examination in his own country three days before leaving for championships, cups and games.

The organizer of the competition in question is obliged to provide a Medical Service to help detect individuals using drugs, conduct medical examinations prior to the weigh-in and give medical assistance during the bouts. The Medical Service, which is required to operate throughout the competition, is under the authority of the FILA doctor in charge.

Before the competitors weigh in, the doctors shall examine the athletes and evaluate their state of health. If a competitor is considered to be in poor health or in a condition that is dangerous to himself or to his opponents, he shall be excluded from participating in the competition.

Throughout the competitions, and at any time, the Medical Service must be prepared to intervene in cases of accident, and to decide whether a wrestler is fit to continue the contest.

Doctors from the participating teams are fully authorized to treat their injured members, but only the coach or team officer may be present while treatment is being administered by the doctor.

Article 11 — Medical Service Involvement

USAW Modification: Policies and procedures for medical service involvement at USAW sanctioned regional and national events events is described in the official event flyer for the event. This article is to be used as a guideline only for USAW sanctioned events.

The FILA doctor in charge has the right and the duty, at any time, to stop a bout through the mat chairman, whenever he considers that either competitor is in danger.

He also may have the mat chairman stop a bout immediately by declaring one of the wrestlers unfit to continue.

If a wrestler is injured the referee must immediately ask the doctor to intervene and to determine whether the stopping is justified or simulated. If the doctor reports a simulation the referee asks the judge or mat chairperson to apply a sanction (point and caution).

In the case of an injury (or dispute), the wrestler must never leave the mat, except in the event of a serious injury requiring his immediate removal.

If a wrestler is obviously injured or if he is bleeding, the doctor will have the time required for medical care and he will be the one to decide whether the wrestler can continue or not, without a time limit. At competitions where there are not official doctors, the two minute stoppage remains in force. The officiating body is competent to decide whether there is simulation or not.

Such stoppage may be authorized once or several times and applies to both wrestlers. Each 30 seconds must be announced by the timer for the mat concerned.

The referee shall call the wrestlers to resume the bout at the center of the mat 10 seconds before the end of the 2 -minute period.

In case of any dispute of a medical nature, the doctor for the team of the wrestler in question has the right to intervene in any treatment required, or to give his advice on an intervention or a decision by the Medical Service. Only the FILA Medical Commission delegate may

propose to the officials that the bout be stopped.

In international competitions where the FILA Medical Commission is not represented, the decision to interrupt the bout will be made by the FILA delegate or the delegated FILA referee, after consultation with the competition doctor and the doctor for the injured wrestler's team.

In all cases, the doctor making the decision to prohibit the wrestler from continuing the bout shall be of a nationality other than that of the wrestler in question, and the doctor must not be involved in the weight class concerned. (See health regulations.)

Article 12 — Doping

In applying the provisions of the FILA Federal Statutes, and in order to combat the possibility of the use of drugs, which is formally prohibited, the FILA reserves the right to require that wrestlers undergo examinations or tests in all competitions it supervises.

This provision must be applied at Continental and World Championships, according to FILA Regulations, and at the Olympic Games and Continental Games, according to IOC regulations.

In no case may competitors or officers oppose this verification without incurring immediate elimination and the sanctions imposed for doping.

The FILA Medical Commission will decide on the time, the number or frequency of these examinations, which will be carried out by any means which it deems useful.

Suitable samples will be taken by a doctor certified by the FILA, in the presence of an officer for the wrestler to be tested.

Where sampling is not carried out under the conditions set out above, the results thus obtained may be considered void (see Rules on Doping). The setting up and financial implications of the anti-doping controls are paid for by the host country and the National Federations. The FILA, being subject to the convention fighting drug use signed with the IOC and applied by the World Anti-Doping Agency (WADA), all its Regulations, procedures and sanctions are applicable by the FILA. The appeal body in the event of a doping sanction made by the FILA Bureau against a wrestler is the Court of Arbitration for Sport (CAS) in Lausanne (Switzerland). Wrestlers who have the international license are forbidden to use civil courts, barring the CAS.

CHAPTER THREE

Officials

Article 13 — Composition

USAW Modification: Due to the nature of many USAW sanctioned local and state events and in some cases regional championships the use of three officials is not required.

In all competitions, the officials for each bout shall consist of the following: 1 mat chairman, 1 referee and 1 judge, that is, three officials qualified or designated by the Regulations for international judges and referees. In official FILA Championships, a mat controller will be

nominated with functions specified in the article dealing with the controller.

Replacement of an official during a bout is strictly prohibited, except in case of serious illness which is medically confirmed.

In no case may two officials be of the same nationality. Furthermore, it is strictly forbidden for an official to officiate in bouts involving wrestlers of the same nationality as himself.

At the Olympic Games, World Championships and Continental Championships, the nomination of the refereeing body barring the mat chairman for each match will take place by random draw.

Article 14 — General Duties

A. Officials shall perform all the duties set forth in the Regulations governing wrestling competitions, and any special provisions which might be established for the organization of particular competitions.

It is the duty of the officials to follow each bout very carefully and evaluate the actions of the wrestlers so that the results shown on the scoresheets accurately reflect the specific nature of said bout.

B. The mat chairman, referee and judge shall evaluate the holds individually in order to arrive at a final decision. The referee and judge must work together, under the direction of the mat chairman, who coordinates the work of the officials.

C. It is the duty of the officials to assume all the functions of refereeing and judging, to award points and to impose the penalties stipulated in the rules.

D. The scoresheets of the judge and mat chairman are used to tally all the holds executed by the two opponents.

The points, cautions (O) and warnings for passivity (P) and clinch (K) must be recorded with the greatest accuracy, in the order corresponding to the various phases of the bout. These scoresheets must be signed by the judge and by the mat chairman, respectively.

E. If a bout does not end in a fall, the decision shall be made by the mat chairman, based on an evaluation of all the actions of each competitor, recorded from beginning to end on the judge's and mat chairman's scoresheets.

F. All the points awarded by the judge must be announced to the public as soon as they are determined, by means of bats, an electric scoreboard, or any other appropriate device.

G. Officials are required to use the basic FILA vocabulary that is appropriate to their respective roles when conducting the bouts. However, they are forbidden to speak to anybody during the bout, except, of course, among themselves when the occasion requires them to do so for consultation and to perform their tasks properly.

Article 15 — The Referee

A. The referee is responsible for the orderly conduct of the bout on the mat, which he must direct according to the rules.

B. He must command the respect of the contestants and must exercise full authority over them so that they immediately obey his orders and instructions. Similarly, he must conduct the bout without

tolerating any irregular and untimely outside interventions.

C. He shall work in close cooperation with the judge and must carry out his duties in supervising the bout while refraining from any impulsive or untimely interference. His whistle shall begin, interrupt and end the bout.

D. The referee shall order the return of the wrestlers to the mat after they have left it, or the continuation of the bout in the standing position or "par terre" position (on the ground), above or below, with the approval of the judge, or failing that, with the approval of the mat chairman.

E. The referee is required to wear a red wristband on his left arm, and a blue wristband on his right arm. He shall indicate with his fingers the point(s) corresponding to the value of a hold after its execution (if it is valid, if it has been executed within the limits of the mat, if a wrestler has been put in a dangerous position, etc.), either by raising his right arm if the wrestler in blue scored the points, and by raising his left arm if the wrestler in red scored them.

F. The referee must never hesitate to:

- Reprimand the passive wrestler or wrestlers
- Interrupt the bout at exactly the right time, neither too soon nor too late
- Indicate whether a hold executed at the edge of the mat is valid
- Visibly count the five seconds during which the wrestler is held in a bridge position, and award the additional point for this situation
- Signal and announce TOUCHE (fall) after seeking the agreement of the judge, or if this is not possible, of the mat chairman. In order to determine whether a wrestler has actually been pinned to the mat by both shoulders at the same time, the referee must say the word "touche" (fall) or "21,22", to himself, raise his hand to secure the agreement of the judge or the mat chairman, strike the mat with his hand and then blow the whistle.
- Indicate to the judge and the mat chairman the wrestler whom he considers passive, without interrupting the bout. After approval, indicate this passivity to the wrestler at fault, using the correct procedure.

G. The referee must:

- Not get too close to the wrestlers when they are standing, since he would not be able to see their legs. However, he must stay close to them if they are wrestling in the "par terre" position.
- Rapidly and clearly order the position in which wrestling must be resumed, standing or "par terre," when he sends the wrestlers back to the center of the mat (their feet in the central circle).
- Not stand so close to the wrestlers that he obstructs the view of the judges and the public, particularly if a fall appears imminent.
- Ensure that the wrestlers do not rest during the bout, on the

pretense of wiping their bodies, or blowing their noses, tying their shoe laces or feigning injury, etc. In such cases, he must stop the bout and ask for a caution (0) to the wrestler at fault and 1 point to his opponent.

- Be able to change his position from one moment to the next, on the mat or around it, and particularly immediately fall flat onto his belly to obtain a better view of an imminent fall.
 - Be able to stimulate a passive wrestler without interrupting the bout, standing in such a way as to prevent the wrestler from leaving the mat.
 - To be ready to blow the whistle if the wrestlers approach the edge of the mat.
- H. The referee is also required to:
- Pay special attention to the wrestlers' legs in Greco-Roman wrestling.
 - Require the wrestlers to remain on the mat until the result of the bout is announced.
 - In all cases where agreement is necessary, first ask the opinion of the judge at the edge of the mat facing the mat chairman.
 - Vote with or against the other officials in situations where they must make the decision concerning a disqualification or victory.
 - proclaim the winner after agreement with the mat chairman.
- I. The referee requests penalties for violations of the rules or brutality.
- J. The referee, if the mat chairman intervenes, must interrupt the bout and proclaim victory by technical superiority when the wrestlers' scores are 10 points apart. In this situation, he must wait for the action - either an attack or a counter attack - to be complete. After stopping the match, he must ask the winning wrestler if he wants to carry on the match.

Article 16 — The Judge

A. The judge is responsible for all the duties stipulated in the general rules of wrestling.

B. He must follow the course of the bout very closely without allowing himself to be distracted in any way, must award the points for each action and mark them down on his scoresheet in agreement with the referee or mat chairman. He must give his opinion on all situations.

C. Following each action, and on the basis of the referee's indications (which he compares with his own evaluation) or, failing this, on the basis of the mat chairman's indication, he records the number of points awarded to the action in question, and enters the results on a scoreboard placed beside him. This scoreboard must be visible to both the spectators and the wrestlers.

D. He shall give his opinion, or may himself indicate the passive wrestler.

E. The judge verifies and signals the fall (TOUCHE) to the referee.

F. If, during the bout, the judge notices something which he feels he should bring to the referee's attention, because the latter was unable to see it or did not notice it (a fall, illegal hold, passive position, etc.), the judge is obliged to do so by raising the bat of the same color as the singlet of the wrestler in question, even if the referee has not

asked for his opinion.

In all circumstances, the judge must call the referee's attention to anything that seems to him abnormal or irregular in the course of the bout or in the conduct of the wrestlers.

G. The judge must, moreover, sign the scoresheet handed to him upon receipt, and at the end of the bout, he must clearly record on the scoresheet the result of the bout by distinctly crossing out the name of the loser and writing in the name of the winner.

H. The decisions of the judge and referee are valid and enforceable without the intervention of the mat chairman, if they are in agreement — except for proclamation of victory by technical superiority, in which case the mat chairman is required to give his opinion.

I. The judge's scoresheet must accurately indicate the time at which a bout ends in the case of victory by a fall, technical superiority, withdrawal, etc.

J. To make it easier for the judge to supervise the bout, particularly in a delicate position, he is authorized to change positions, but only along the edge of the mat over which he has control.

K. The judge must indicate on his scoresheet with the letter "P" each time a wrestler has received a warning for passivity.

L. He also must indicate, by **underlining** (1), point received by either wrestler for executing the gut wrench.

M. Cautions for fleeing the mat, fleeing the hold, illegal holds, incorrect resumption of the "par terre" position, or brutality, will be noted by an "O" in the column of the wrestler at fault.

N. Each time there is a clinch situation, he must indicate by a "K" in the column corresponding to the wrestler who had the hold first and circle the number of points attributed.

Article 17 — The Mat Chairman

A. The mat chairman, whose functions are very important, shall assume all the duties provided for in the rules of wrestling.

B. He shall coordinate the work of the referee and the judge.

C. He shall order the bout to go into extra time in all cases set out in the rules.

D. He is obliged to follow the course of the bouts very carefully, without allowing himself to be distracted in any way, and to evaluate the behavior and action of the other officials according to the rules.

E. In the event of any disagreement between the judge and referee, his task is to settle the issue in order to determine the results, the number of points and the falls.

F. In no case can the mat chairman be the first to give an opinion. He must wait for the opinion of the judge and the referee. He is not entitled to influence their decision.

G. In competitions where there are no mat controllers, and in the case of a flagrant violation, the mat chairman has the right to interrupt the bout and to ask for the reasons motivating the decisions made by the referee and judge. After consultation with the judge and referee, he may immediately rectify the decision if a majority of votes (2:1) are in his favor.

H. In general, the mat chairman must be able to apply his technical and special skills as provided for in the relevant chapter of the regulations for international judges and referees.

Article 18 — The Mat Controller

In all Olympic Games, World Championships, Cups, Championships, Continental Cups and Games and Regional Games, a member of the Refereeing Commission or a referee from the highest category will be nominated as mat controller for each mat.

A. Random draw

- The mat controller must nominate the referee and the mat judge by random draw. This draw will take place as follows for each match between the referees assigned to each mat.
- the first number drawn designates the referee
- the second number drawn designates the judge
- The mat chairman will be chosen in a neutral manner between the officers designated after the random draw for the referee and the judge.
- When one match begins, the draw for the next match takes place.
- The person responsible for the mat has a bag containing the numbers corresponding to the officials delegated for each mat. (The host must prepare these bags.)
- All the referees from all the mats must be able to function as referees and judges.
- The numbers drawn are removed from the draw as soon as the officials have been nominated and remain at hand until all the officials have been nominated. Once everyone has been nominated, the procedure starts again.
- If the draw designates an official who has the same nationality as one of the wrestlers, the person responsible for the draw returns the number into the bag and draws another in order to constitute a neutral refereeing body.
- The numbers of the officials who have been nominated as referees are put in one bag and those who have been nominated judges in another so that during the second draw they alternate.
- For finals which take place on the centre mat, the random draw will take place under the responsibility of the president of the Refereeing Commission or the nominated FILA Bureau member.

B. Match Control

- the Controller may not intervene in any manner in the refereeing of the match. If there is a situation which changes the result of the match, the mat chairman stops the match, consults the controller and in agreement with him, gives the correct result, without taking into consideration the referee or the judge's opinion and without consulting them.
- decisions made by the mat controller and the mat chairman cannot be appealed against.
- In competitions where there are video controls, the controller can, with the mat chairman, visualize the correct sequence in order to give the correct result.

Article 19 — Decision and Vote

A. The referee shall indicate his decision by raising his arm and showing the points with his fingers in an obvious manner. If the referee and judge agree, the decision is announced.

The mat chairman is not entitled to influence or change a decision if

the judge and referee agree. In case of an obvious violation of the rules, the mat chairman must ask for a consultation.

B. If a vote is taken, the judge and the mat chairman must indicate their votes by means of bats. There are 11 bats, painted different colors: blue, red and white, as follows:

- One white.
- Five red, four of which are numbered 1, 2, 3, 5 to indicate the points, and one unmarked bat intended for warnings and cautions, or to attract the attention of the wrestler.
- Five blue bats, four of which are numbered as the red bats with one unmarked.

They must be kept within easy reach of those who use them.

Under no circumstances may the judge abstain from voting. He must express his decision clearly, leaving no room for ambiguity.

When there is disagreement, the mat chairman makes the decision. This decision, in which he must decide between the opposing opinions of the judge and referee, obliges the mat chairman to vote in all cases for one or the other of the views given.

C. If the bout lasts until the end of the allotted time, the mat chairman's scoresheet will taken into consideration when designating the winner. The public scoreboard must conform to the mat chairman's scoresheet at all times.

If there is a difference of one or more points between the judge's and the mat chairman's scoresheets, only the score on the mat chairman's scoresheet will be considered.

USAW Modification: MAT CHAIRPERSON - For Junior, Cadet and Kids Division events, the Mat Chairperson may call a conference of the officiating team, if an error has been made. This may be done even if both the judge and the referee agreed on the call or situation in question.

Article 20 — Decision Table

Assignment of points or cautions.

When observing a wrestling action, the judge and the referee award the points, cautions and warnings for passivity as indicated below which, in each case put forward, provides the official result:

(R = red wrestler, B = blue wrestler, 0 = zero points)

Referee Votes	Judge Votes	Mat Chairman	Official Result	Observations
1R	1R	—	1R	In the examples opposite, the judge and referee agree, and the mat chairman does not intervene.
2B	2B	—	2B	
3R	3R	—	3R	
5R	5R	—	5R	
1R	0	0	0	In the examples opposite, the judge and referee disagree on the awarding of points. The mat chairman intervenes and the majority principle is applied.
1B	1R	1R	1R	
2R	1R	2R	2R	
2B	0	2B	2B	
3R	2R	2R	2R	
3B	1R	3B	3B	

In the event of any flagrant violation of the Rules, the mat chairman must call for a consultation. If, after consultation, the judge and the referee still do not agree, the mat chairman shall make a decision, agreeing either with the judge or the referee. In competitions where there is a mat controller, this consultation will not be between the referee and the judge but with the mat chairman and the mat controller. Example:

Judge	Referee	Decision of mat chairman
1R	1B	1R or 1B
2R	2B	2R or 2B

Article 21 — Penalties Against the Officials

Upon receiving a report from competition delegates, the FILA Bureau, which constitutes the supreme jury, shall have the right to take the following disciplinary measures against the official(s) who is/are technically at fault.

1. Give the official(s) concerned a warning.
2. Withdraw the official(s) from the competition.
3. Demote the official(s) to a lower category.
4. Order a temporary suspension.
5. Order a final dismissal.

Article 22 — Dress

USAW Modification: This regulations may be modified by local and state rules and may be modified by the appropriate USWOA representative assigned to regional and national competitions. For all USAW National Competition the official's uniform shall be: Light Blue Polo Shirt, Grey Trousers, Black Belt, Black Shoes (athletic type). Contact USAW for details on ordering.

The refereeing body: referees, judges, mat chairmen and controllers must be dressed in the following manner when exercising their function:

- classic navy jacket with FILA logo
- grey trousers (no turn-ups) with a black belt
- long or short sleeved light blue shirt with the FILA logo on the left chest
- yellow tie with the FILA logo
- black socks
- black slippers or black socks

During international competitions in the United States, where foreign athletes are competing, the FILA Officials uniform must be worn.

The refereeing body may not wear the name of a sponsor. However, the number on his back may include the name of the FILA sponsor.

CHAPTER FOUR

Competition Procedures

Article 23 — Weigh-in (*Not all rules applicable to USAW sanctioned events*)

The final list of contestants must be submitted to the organizing committee's secretariat by the team manager, without fail, 6 hours before the start of the weigh-in. No changes will be accepted after this time.

The weigh-in always takes place on the day before the competition for a duration of 30 minutes.

~~No wrestler may be accepted for a weigh-in if he has not undergone a medical examination within the time period stipulated in the Regulations governing the competition in question. Medical examinations are always performed one hour before weigh-in. Wrestlers must show their license and passport.~~

The contestants will be weighed with their singlet on *(high-cut for all FILA and USAW Senior level events)* without shoes after having been examined by qualified physicians who are obliged to eliminate any wrestler who presents any danger of contagious disease. **No weight tolerance for the singlet.**

Contestants must be in perfect physical condition, their fingernails cut very short. Fingernails must be checked at the weigh-in.

Throughout the entire period of the weigh-in, the wrestlers have the right, each in turn, to get on the scale as many times as they wish. For competitions where bouts last two days, the competitors involved will be weighed on the day before the competition for their category begins.

For all competitions, there is only one weigh-in per category.

Referees responsible for the weigh-in must check that all the wrestlers fulfill all the requirements of Article 8 - Dress and to inform any wrestler of the risk he runs if he presents himself on the mat in incorrect dress.

USAW Modification: For Cadet & Junior Division National Championships multiple day weigh-ins have been adopted and weigh-ins shall occur a maximum of 2 hours prior to initial competition. For the second day weigh-in a 2lb allowance shall be given. For the Kids FS/GR Nationals, and Kids/Cadet Regional Competitions weigh-ins shall occur as established by the Kids/Cadet Council and Region Councils respectively. For Kids/Cadet 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 all Junior Division Regionals, weigh-ins shall occur a maximum of 2 hours prior to competition on 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, Cadet, FILA Cadet, Junior, FILA Junior, University division regional and national events, weigh-ins shall begin at the designed time to conclusion. 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 scale located in close proximity to the initial weigh-in scale(s). Athletes may not leave the weigh-in area or initiate any activity for means of weight reduction. Complete information may be requested from USAW. For all divisions, for National Competition, athletes must weigh-in for each style if participating in each.

USAW Modification: FAILURE TO WEIGH IN - For Kids, Cadet, FILA Cadet and Junior divisions, a wrestler who does not weigh in, or fails to make weight at a second weigh-in, cannot place and 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.

Article 24 — Drawing of Lots *(Optional for USAW sanctioned local and state events)*

Participants shall be paired off for the preliminary round according to a numerical order determined by the drawing of lots during the weigh-in, before the competition begins.

The drawing of lots must be conducted in public. Numbered tokens corresponding to the number of wrestlers who underwent a medical exam must be enclosed in an urn, a bag or any other similar object, so as to prevent any differentiation.

If a different system is used, it must be clear.

The wrestler shall be weighed, and as he leaves the scales, shall draw his number himself, on the basis of which he shall be paired off.

This number must be immediately entered on a notice board visible to the public, as well as on the starting and weigh-in list.

Important: When the person responsible for the weigh-in and drawing of lots observes an error in the regulation procedure as outlined above, the drawing of lots for the category in question is to be cancelled. Drawing of lots for this category will then be repeated.

USAW Modification: For Cadet, FLA Cadet, Junior, FLA Junior World & University Division Region and National Competitions, drawing of numbers (lots) shall occur at event registration on site.

Article 25 — Initial Classification

If one or more wrestlers do not attend the weigh-in, or are too heavy, after the weigh-in the wrestlers are regrouped in a precise order of classification from the lowest to the highest number.

Wrestler A draws No. 4
Wrestler B draws No. 3
Wrestler C draws No. 6
Wrestler D draws No. 5
Wrestler E draws No. 1
Wrestler F draws No. 14
Wrestler G draws No. 12
Wrestler H draws No. 2
Wrestler I draws No. 10
Wrestler J draws No. 8
Wrestler K draws No. 13
Wrestler L draws No. 9
Absent No. 7
Absent No. 11

Note: As two wrestlers have not presented themselves for the weigh-in, two numbers have not been drawn, No. 7 and No. 11. Thus we must re-establish the order of the weigh-in. Wrestlers therefore are regrouped by numerical order, with no gaps.

No. 1 E
No. 2 H
No. 3 B
No. 4 A
No. 5 D
No. 6 C
No. 7 J
No. 8 L
No. 9 I
No. 10 G
No. 11 K
No. 12 F

Article 26 — Pairing Off

Wrestlers shall be paired off into pools in the order of the numbers they drew. A document establishing the correct procedure and the time schedule of the bouts must be drawn up, and it must provide all the relevant information concerning the manner in which the competition is to be conducted. Wrestlers who are bye must appear on all the programmes and published information.

The pairing and results for each round are recorded on a board for use by the competitors, who must be able to consult it at all times.

Article 27 — Elimination from the Competition

A wrestler who, without medical advice and without notifying the official Secretariat, does not present himself to his opponent when his name is called is disqualified and not placed. His opponent(s) will win the match.

If a wrestler commits an obvious offense against fair play within the spirit and concept of total and universal wrestling enunciated by FILA, and openly cheats, commits a serious error or engages in brutality, he will be immediately disqualified from the competition and eliminated

by a unanimous decision of the officiating team. In this situation, he will not be placed.

If two wrestlers are disqualified for brutality in the same match, they will not be placed and the pairing will not be modified in the subsequent round. If this elimination perturbs the finals, the competitors immediately below will be moved up the table to compete in the finals or to draw up the placings.

Article 28 — Awards Ceremony

The first three wrestlers in each weight category shall take part in the awards ceremony, and shall receive a medal or a diploma, according to their ranking:

- First ... gold
- Second ... silver
- Third ... bronze

At the World Championship, the winner will receive the World Championship Belt (see Rules governing distinctions and awards).

The wrestlers who place fourth to tenth will receive a diploma.

Awards ceremonies take place immediately after the final match of the category concerned. They must start by awarding the winner first.

Article 29 — Team Classifications

The team classification is determined by the first 10 wrestlers who are classified at the competition.

The first wrestler classified in each category receives	10 points
The second wrestler classified in each category	9 points
The third wrestler classified in each category	8 points
The fourth wrestler classified in each category	7 points
The fifth wrestler classified in each category	6 points
The sixth wrestler classified in each category	5 points
The seventh wrestler classified in each category	4 points
The eighth wrestler classified in each category	3 points
The ninth wrestler classified in each category	2 points
The tenth wrestler classified in each category	1 point

The application of the above mentioned table remains invariable, whatever the number of wrestlers in each category. In the event of equal classification of several teams, the team having obtained the most first places is placed first, etc.

Article 30 — Classification in Team Competitions

A team comprise seven (7) wrestlers: one wrestler for each weight category with a minimum of six (6) wrestlers per team. Each team is allowed to weigh-in nine (9) wrestlers. Each meet consists of two parts - home and away - with a pause of 10-15 minutes between each match.

The result is determined by adding the classification points awarded to each wrestler at the end of the bout. The team with the most classification points will be declared the winner. Each team may change the wrestlers for the second part of the meet, as long as they were weighed-in.

In a competition between only two teams: The result is determined by adding the positive points awarded to each wrestler at the end of a bout as described in Article 46 (4/0, 4/1, 3/0, 3/1). The team with the most positive points will be declared the winner. If the two teams have an equal number of positive points, the winner will be determined by assessing the following:

- The most falls, withdrawal, default, disqualification or injury

- The most victories by technical superiority (10 points difference)
- The most victories on points.
- Addition of all technical points of the wrestlers of each team.
The team with the highest number of technical points will be the winner.

If a competition involves more than two teams: The result of each bout is also determined by adding the positive points awarded to each wrestler at the end of the bout.

If two teams have an equal number of positive points, a winner will not be decided according to the quality of the victories, but the teams will be considered to be tied.

The final classification of teams is made by awarding classification points to each team at the end of each bout.

- The winning team receives 2 points.
- The losing team receives 0 points.
- Tie score: 1 point each.

If, at the end of all the bouts in the competition, two or more teams have equal points, the winner is determined by adding the classification points accumulated during the entire competition. The winner is the team with the most classification points.

***USAW Modification:** USAW has established special policies and rules for all domestic Regional and National Dual Team competitions. These are available upon request.*

CHAPTER FIVE

The Bout

Article 31 — Duration of the Bouts

The duration of the bouts is set as follows:

— **For Schoolboys/girl & Cadet (*includes USAW FILA Cadet divisions*):**

Two periods of two (2) minutes with 30 second rest between periods.

— **For Juniors and Seniors:**

Two periods of three (3) minutes with 30 second rest between periods.

A maximum of two (2) minutes is allowed for extra time for schoolboy/girl & Cadet age categories, three (3) minutes for Junior and Senior age categories.

***USAW Modifications:** Overtime is equal to one period duration for age groups Bantam thru Schoolboy/girl. A 30 second rest must be taken before the overtime period. No overtime shall be less than 1 min.*

Article 32 — Call

The contestants are called in a loud and clear voice to present themselves on the mat. A contestant cannot be called to compete in a new bout until he has had a rest period of 30 minutes from the time his preceding bout ended.

However, a delay is granted to any wrestler in the following manner: The competitors must be called three times at 30-second intervals. If the wrestler does not come forward after the third call, he will be

disqualified and will not be placed. his opponent will win by default. These calls are made in both French and in English. (*English only for USAW sanctioned events*)

Article 33 — Presentation of Wrestlers (*Not applicable to USAW sanctioned events.*)

The following procedure must be applied for each category:

The finalists for first and second place are presented on the mat with their coaches. The speaker announces their achievements. The mat chairman, referee and judge are also presented with the finalists.

Article 34 — Start of the Bout

Before the bout begins, each opponent answers when his name is called and takes his place at the corner of the mat assigned to him. The corner is the same color as that of the singlet he has been assigned to wear.

The referee, standing in the circle at the center of the mat, calls the two wrestlers to his side. He then shakes hands with them and: examines their dress, checks that the wrestlers are not covered with any greasy or sticky substance, verifies that they are not perspiring, verifies that their hands are bare and checks that they have a handkerchief.

The wrestlers greet each other, shake hands and, when the referee blows his whistle, start the bout.

Article 35 — Interrupting the Bout

A. If a contestant finds himself forced to interrupt the bout because of an injury or any other acceptable incident beyond his control, the referee may stop according to Article Eleven (11).

When a bout has been interrupted, the wrestlers must remain standing in their assigned corners. They may place a towel or dressing gown over their shoulders and receive advice from their coaches.

B. If a bout cannot be resumed for medical reasons, the decision is made by the competition doctor in charge, who informs both the coach of the wrestler involved and the mat chairman. The latter then orders the bout stopped.

C. The mat chairman may order the bout interrupted in the event of a serious error on the part of the referee. He also may interrupt the bout if there has been a serious scoring error by the referee and judge. In these cases he will request a consultation. Where there is a controller, this consultation will only take place with the controller.

D. Under no circumstances may a contestant take the initiative to interrupt the bout himself, by deciding to wrestle in the standing or "par terre" position or by pulling his opponent back from the edge of the mat to the center.

E. If a match must be stopped due to one wrestler deliberately injuring his opponent, the wrestler at fault will be disqualified and the injured wrestler will be declared the winner.

Article 36 — End of the Bout

The bout ends when a fall is declared, when victory is declared by technical superiority (10 points), by disqualification of one of the opponents, by injury, or upon expiration of the wrestling time allowed, signalled by the sound of the gong and the referee's whistle.

If the referee has not heard the gong, the mat chairman must stop the bout by tossing a soft plastic object provided for that purpose on to the mat, in order to attract the referee's attention.

Any action begun at the time the gong sounds is not recognized, and no action performed between the sounds of the gong and the referee's whistle is valid.

When the bout has ended, the referee stands in the center of the mat facing the officials' table. The wrestlers shake hands, stand on each side of the referee and await the decision.

They are forbidden to lower the shoulder straps of their singlets before leaving the competition area.

Immediately after the decision is announced, the wrestlers shake hands with the referee.

Each wrestler then must shake hands with his opponent's coach. If the above provisions are not observed, the wrestler will be penalized in accordance with the Disciplinary Rules.

Article 37 — Stopping and Continuing the Bout

1. General Rules

In all cases, when the wrestling has been stopped standing, it will recommence standing.

a) Wrestling must be stopped and resumed at the centre of the mat in the standing position if:

- one foot touches the protection area
- the wrestlers in a hold go into the zone with three or four feet without executing the hold and stay there

2. Wrestling in the "par terre" position

In all cases, if the wrestler leaves in a "par terre" position, wrestling starts again in a "par terre" position whether he was being dominated when he left or whether it is after an action. The same applies if the bout is stopped in a "par terre" position. Where there no points have been attributed, the first wrestler who goes outside the mat will have to recommence wrestling in the "par terre" position.

a) a wrestler flees the mat in a standing position

Wrestling in the "par terre" position must be stopped and resumed at the centre of the mat, also in the "par terre" position, when:

- the defending wrestler is on his knees in the zone and is touching the protection area with both hands
- the defending wrestler is flat on his stomach and is touching the protection area with his head
- a wrestler finds himself in a dangerous fall position on the protection area, or his shoulder or elbow is touching this area
- if, because of an injury, a wrestler dominated on the ground requests a stop in the bout, it will continue on the ground. It was also continue of the ground if the attacking wrestler requests a stop in the bout.

Article 38 — Types of Victories

A bout may be won by:

- A fall,
- Obvious superiority (10 points difference),
- Injury, withdrawal, default
- Disqualification of the opponent
- Points, with the winner having to score a minimum of three technical points in regulation time or extra time
- A decision of the officiating team at the end of extra time, if no winner could be declared earlier.

Article 39 — Extra Time If both wrestlers have the same score or neither has achieved the required minimum of 3 points at the end of regulation time, the referee must stop the match, disregarding the situation on the mat, consult the mat chairman and order that the bout be resumed in a standing position. (Or in the clinch position article 57b)

This extra time shall occur without any interruption and continue until the first technical point is scored, to the extent that this will enable the winner to attain the required minimum 3 points.

During the extra time, the clause regarding the advantage of risk also shall be applied, and the wrestler applying the scored hold is always deemed to have scored the first point.

In the situation where neither wrestler has scored the three required points and the wrestler with zero points executes a two point move that leads immediately to a fall, this will be valid. In all other situations, there is no fall.

The extra time shall last a maximum of two minutes (schoolboy/girl, or three minutes (Men Junior, Senior and Women) (*differs for USAW sanctioned competitions*). If, at the end of that time, neither wrestler can be declared the winner, the officiating team shall make the decision.

It is also evident that all points, cautions (O) and warnings for passivity (P) the wrestlers have accumulated during regulation time remain valid and shall serve as criteria when the officials make their decision at the end of the overtime period.

USAW Modification: Overtime There shall be no disqualification of wrestlers if the regulation bout ends 0-0.

For Kids Division Competitions, if the score is tied at the end of regulation time, or if neither wrestler has scored the mandatory 3 points, the following procedure is established.

-After a 30-second rest period, the wrestlers compete in overtime. The extension period must not extend longer than the time of one regulation period. All other rules apply as stated in Article 39.

For USAW Cadet and FILA Cadet Divisions the overtime shall be two minutes in length. All other rules apply as stated in Article 39.

For Junior, FILA Junior World and University Divisions the over time period shall be three minutes and all other rules as stated in Article 39 shall apply.

For Senior Men's and Women's Division National Championships and World Team Trials: If at the end of regulation, the bout is tied at 0-0 or any other score the bout will resume in the standing position for a three minute overtime. If at the end of this overtime, neither wrestler can be declared the winner by criteria, the match will resume in the standing position for an unlimited time until a winner can be determined by criteria.

Article 40 — The Coach

The coach may remain at the foot of the platform or at least two meters from the edge of the mat during the bout.

Except for the assistance he is authorized to give to a doctor who is providing medical attention to his wrestler, the coach is strictly forbidden to influence the decisions or to insult the judge or referee. He may speak only to the wrestler.

If these restrictions are not observed, the referee is obliged to ask the mat chairman to present the coach with a "yellow card" (caution) and if he persists, the mat chairman will present him with a "red card" (elimination). The mat chairman is the only person to present the yellow or red card. The mat chairman also may present the yellow or red card on his own initiative.

As soon as the red card is given, the mat chairman reports to the competition director, the coach shall be eliminated from the competition and may no longer continue his duties. However, the wrestling team shall have the right to obtain the services of another coach.

USAW Modification: A wrestler may have a maximum of two coaches in his/her corner during competition.

USAW Modification: Certification For all Kids, Cadet, FILA Cadet and Junior division regional and national competition, coaches coaching at mat side must be a minimum of USAW Copper Level certified.

CHAPTER SIX

Points for Actions and Holds

Article 41 — Evaluation of the Action or Hold

In order to remove simulation when a wrestler tries to execute a hold without success and consequently finds himself underneath in the "parterre" position without any action from his opponent, no technical point will be awarded to the wrestler above.

Wrestling continues in the "parterre" position without interruption of the match by the referee. On the other hand, if, during a hold, the defensive wrestler executes a counterattack and is able to bring his opponent to the ground, he will be awarded the point(s) which correspond to the action.

If the attacking wrestler executes a hold on his own bridge, holds this position for a certain amount of time and then completes his action by placing his opponent in the bridge position as well, he will not be penalized. Only the attacking wrestler will be awarded the points, as he will have completed the action in a hold which involved good technique.

Alternatively, if the offensive wrestler is blocked under control (such as in the bridge position or by a counter action by his opponent), it is clear that points will be awarded to the latter.

Furthermore, the wrestler on whom a hold was initiated may only be awarded points if by his own action he has:

- Brought the offensive wrestler to the ground.
- Conducted the action on a continuous basis.
- Succeeded in controlling the offensive wrestler by blocking him in a bridge position, that is, in a position considered completed.

The referee must wait for the end of each situation before awarding the point values earned by each wrestler.

In cases where the wrestlers' actions lead them to change from one

position to another, the points for all the actions are awarded according to their value.

The instantaneous fall does not exist (article 47). If the wrestler falls instantly from a standing position following a move by his opponent, the attacker receives 3 points. If the wrestler falls instantly during his own move, his opponent receives 2 points. When wrestling in the par terre position when the wrestler is in the situation of instant fall, his opponent receives 2 points. As soon as a contestant touches the mat with both shoulders (which counts as points to his opponent) and then adopts the bridge position, the 'instantaneous fall' will score two points.

When a wrestler finds himself in an instantaneous fall position, overpowers his opponent (to whom two points have been awarded) and then counterattacks and executes other holds, he will be awarded as many points as the number of holds applied.

Rolling from one shoulder to the other, using the elbows in the bridge position and vice-versa, is considered to be only one action.

The referee will indicate the points. If the judge agrees, he will raise the bat bearing the color and value in question (1, 2, 3 or 5 points). In the event of any disagreement between the judge and the referee, the mat chairman must make a decision in favor of one or the other of the wrestlers; he is not allowed to give a different opinion.

In the case of a fall which occurs at the end of regulation time, only the sound of the gong (and not the referee's whistle) is valid.

If there is a difference of opinion regarding the points awarded to a hold, the mat chairman will provide the tie-breaking vote in deciding on the exact scoring.

A hold must not be considered as a new action unless the contestants return to the initial position.

At the end of the bout, any hold is valid if it was completed before the gong. In no event may a hold executed after the sound of the gong be counted.

Article 42 — The Value Assigned to the Ankle Lace Hold

The ankle lace shall be evaluated as follows:

- for a hold with the danger position - 2 points
- for a hold without the danger position – that is to say when the attacked wrestler passes onto his hands – 1 point

To avoid injury this hold cannot be carried out twice in a row. After carrying out the hold, the attacking wrestler must totally let go. So that the points can be awarded again for the ankle lace hold, the wrestler who has carried it out must mark or receive technical points before he can carry this hold again.

When a wrestler has received a warning for passivity (P) and in all the situations when wrestling is ordered in a par terre position after a break in the bout, he can carry out an ankle lace hold again, notwithstanding the rule about marking a point between holds.

Article 43 — The Value Assigned to the Gut Wrench Hold

The point value for the gut wrench is as follows:

- for a hold with the danger position - 2 points
- for a hold without the danger position – that is to say when the

attacked wrestler passes onto his hands – 1 point

This hold cannot be carried out several times in a row in order to receive technical points. So that the points can be awarded again in the bout for this hold, the wrestler who has carried it out must mark or receive one or more technical points before he can carry this hold again.

However, in order to maintain the dynamism of the bout and in order to encourage the wrestler to carry out other holds, wrestling is not interrupted after the gut wrench and the wrestler can carry it out several times if he so wishes in order to prepare for another hold or carry out a fall.

However, only the first gut wrench in the situation described above will be awarded points.

In the event that the wrestler who carries out the gut wrench goes into the position of instant fall, his opponent will always receive 2 points, even if the attacking wrestler receives 2, 1 or 0 points at all.

When a wrestler receives a warning for passivity (P), and in all situations where wrestling is ordered in the par terre position after an interruption to the bout, he can carry out another gut wrench, notwithstanding the rule about the obligatory bridge between them.

In all situations where the bout has been interrupted and then resumed in the "par terre" position, the wrestler may execute another gut wrench.

Article 44 — Danger Position

A wrestler shall be considered in the "danger position" when the line of his back (or the line of his shoulders) vertically or in parallel with the mat, forms an angle of less than 90 degrees to the mat and when he resists with the upper part of his body to avoid a "fall" (see definition of "fall").

The "danger position" occurs when:

- The defending wrestler assumes the bridge position to avoid being pinned.
- The defending wrestler, with his back toward the mat, supports himself on one or both elbows to avoid having his shoulders forced onto the mat.
- The wrestler has one shoulder in contact with the mat and at the same time exceeds the 90-degree vertical line with the other shoulder (acute angle).
- The wrestler finds himself in the "instantaneous fall" position, that is, when he is on both shoulders for less than one second.
- The wrestler rolls over onto his shoulders.

The "danger position" no longer exists when the wrestler exceeds the 90-degree vertical line with his chest and belly facing the mat.

If the mat and the competitor's back form a 90-degree angle only, this cannot yet be considered a danger position (the dead point).

Article 45 — Recording the Points

The judge marks the points obtained for the actions and holds

executed by the wrestlers on a special sheet. He notes them down as each action is performed during the bout.

In order to have uniform scoring, the action bringing about a fall is to be noted on the score sheet by a circle, e.g. ②

In order to distinguish other technical points from those awarded for a gut wrench, points given for a gut wrench must be underlined (1).

The caution for fleeing the mat, fleeing a hold, refusal to start, illegal hold and brutality shall be noted by "O".

After each caution (O) the opponent will automatically receive 1 or 2 technical points, depending on the gravity of the infraction.

The warning for passivity shall be noted by "P."

The one who takes the clinch will be noted by a "K" and the point(s) which follow it will be noted in a square.

Article 46 — Grand Amplitude Holds

Any action or hold by a wrestler in the standing position is deemed to be a "grand amplitude" hold when it: causes his opponent to lose all contact with the ground, controls him, makes him describe a broadly sweeping curve in the air, and brings him/her to the ground in a direct and immediate danger position.

In the "par terre" position, any lift from the ground executed by the attacking wrestler, whether the attacked wrestler lands belly down (3 points) or in a danger position (5 points), is considered a grand amplitude hold.

Note: If the wrestler executing a "grand amplitude" hold himself touches the mat with both shoulders, he receives (3 or 5) points and his opponent 2 points due to the instantaneous fall in the execution of the hold.

Article 47 — Values Assigned to Actions and Holds

One point:

- To the wrestler who brings his opponent to the ground by passing behind him and, while in this position, holds him/her down with control (three points of contact: two arms and one knee, or two knees and one arm).
- To the wrestler who applies a correct hold while standing on the mat or in the "par terre" position but who does not place his opponent in danger.
- To the wrestler who overcomes, holds and controls his opponent on the mat by passing behind him/her (reversal).
- To the wrestler who blocks his opponent on one or two outstretched arms, his back facing the mat.
- To the wrestler who is prevented from completing a hold because his opponent is maintaining an illegal hold, but who finally succeeds in completing the hold.
- To the attacking wrestler whose opponent flees the mat, the hold, refuses to start, commits illegal actions or acts of brutality **or breaks the clinch.**
- To the wrestler who holds his opponent in a position of danger for five seconds or longer.
- In wrestling on the ground, to the wrestler who has been dominated, controlled or brought to the ground and who raises himself up to a standing wrestling position facing his

- opponent and remaining in contact with him.
- In order to stimulate spectacular holds requiring great technical effort, officials shall award an additional point for any continuous hold executed during a lift from the ground that causes the attacked wrestler to completely lose contact with the mat. In this situation, the referee shall award 5 or 3 points and then also will award the additional point.

USAW Modification: Extra Point for Lifting - All Kids modifications established for high amplitude throws shall remain in force.

Two points

- Wrestler who applies a correct hold while wrestling in the "par terre" position and who places his opponent in a position of danger or in an instantaneous fall position.
- Attacking wrestler whose opponent rolls onto his shoulders.
- Attacking wrestler whose opponent flees the hold by jumping off the mat in a position of danger.
- Attacking wrestler whose opponent engages in an illegal hold which prevents him from completing a hold he had initiated.
- Defending wrestler if the attacking wrestler goes into the instantaneous fall position, or rolls onto his shoulders in executing a hold.
- Wrestler who blocks his opponent in the execution of a hold in the standing position, in a danger position.
- Wrestler whose opponent regularly refuses to take a clinch.

Three points:

- To wrestler performing a hold in a standing position, which brings his opponent into a danger position by direct projection over a short amplitude.
- For any hold executed by raising a wrestler from the ground, over a short amplitude, even if one or both of the attacking wrestler's knees are on the ground, insofar as the attack results in an immediate danger position.

Note: If, in performing a hold, the defending wrestler maintains contact with the mat with one of his hands, but is immediately placed in a danger position, the attacking wrestler will receive three points.

- To the wrestler who executes a grand amplitude hold which does not result in placing the opponent in a direct and immediate danger position.

Five points:

The following are regarded as holds worth five points:

- All grand amplitude holds executed in a standing position, which bring the defending wrestler to a direct and immediate danger position.
- The hold executed by a wrestler in the parterre position who completely lifts his opponent off the ground with the execution of a grand amplitude hold which projects the opponent into a direct and immediate danger position.

CHAPTER SEVEN

Classification Points Awarded After the Bout

Article 48 — Classification Points

A. Principle: The classification points awarded to a wrestler shall determine his classification.

B. Classification points at the end of a bout:

4 points for the winner and 0 for the loser:

- Victory by fall

4 points for the winner and 0 for the loser:

- Technical superiority (10 points difference), with the loser scoring no technical points
- Injury
- Withdrawal.
- default
- Disqualification

USAW Modification: For Cadet & Junior Nationals - failure to make weight, if he/she is eliminated on the 2nd day weigh-in.

4 points for the winner and 1 for the loser:

- Victory by technical superiority (10 points difference), with the loser scoring one or more technical points.

3 points for the winner and 0 for the loser:

- When the bout ends in a victory on points, with the obligation to award the minimum 3 technical points during regulation time or extra time, and the loser scores no technical points.
- When the winner is declared by a decision of the officiating team and neither wrestler has scored technical points.

3 points for the winner and 1 for the loser

- When the bout ends in a victory on points, with the obligation to award the minimum 3 technical points during regulation time or extra time, and the loser has one or more technical points.
- When the winner is declared by a decision of the officiating team without the 3 regulation points being scored, or if the result is still tied by the end of extra time, but both wrestlers have scored technical points.

Article 49 — The Fall

When the defensive wrestler is held by his opponent with his two shoulders against the mat for a sufficient time to allow the referee to observe the total control of the fall, the resulting maneuver is considered a fall (Count "21, 22"). For a fall at the edge of the mat to be recognized, the competitor's shoulders must be completely in contact with the passivity zone and the head must not touch the protection area.

A fall in the protection area is not valid.

If the wrestler is pinned on both shoulders as a consequence of a rule infringement or an illegal hold for which he is responsible, the fall will be considered valid for his opponent.

The fall observed by the referee will be valid if the judge or mat chairman indicates his agreement. If the referee does not indicate the fall, and the fall is valid, it may be announced by agreement of the judge and of the mat chairman.

Consequently, to be observed and recognized, the fall must be clearly maintained. The two shoulders of the wrestler in question must be simultaneously touching the mat during the short period of stoppage specified in the first paragraph, even in the case of a standing rear body lock and lift. In all cases, the referee will strike the mat only after he has obtained confirmation from the judge or, failing this, from the mat chairman. The referee then blows his whistle in order to end the bout.

USAW Modification: The time required for a fall in all Kids Division competition is two seconds.

Article 50 — Technical Superiority

In addition to falls, withdrawal, elimination or disqualification, the bout may be won by technical superiority, a difference of 10 points between the wrestlers. When a wrestler is winning by superiority, a difference of 10 points between the wrestlers, the referee shall wait for the neutral position on the mat, stop the bout and ask the winning wrestler whether he wants to continue the bout. (This procedure is not applicable in final bouts for 1-2, 3-4, 5-6.)

If the wrestler decides to continue the bout, he will not be allowed to change his decision and all regular wrestling procedures will be applied until the end of the bout.

The bout may not be interrupted to declare the winner by technical superiority until the action is completed (immediate attack or counterattack).

The mat chairman signals the referee when the difference of 10 points has been established.

USAW Modification: For all Kids Division competitions the bout shall be stop and a winner determined once the technical superiority has been confirmed. There shall be no choice to continue.

Article 51 — Decision by Officials

If, by the end of a bout's three or two-minute extra time, no winner can be declared because (1) neither wrestler has scored 3 technical points, (2) their scores are tied, the mat chairman shall consult with the judge, compare points sheets. He will proclaim the winner by successively analyzing the following elements:

1. If there are not the three necessary technical points for victory, the wrestler who has the most technical points is declared the winner.
2. If there is a draw on the technical points, the following criteria are applied to determine the winner:

a)The wrestler who has the fewest cautions (O) and warnings for passivity (P) is declared the winner.

If there is still a draw:

b)The wrestler who has the fewest warnings is the winner.

c)If there is still a draw, the refereeing body's general impression of the bout, voted 2-1 will determine the winner.

USAW Modification: See Article 39 and USAW Modifications under Article 39.

CHAPTER EIGHT

Passivity

Article 52 — Definition

It is generally considered that in wrestling, as in all other sports, athletes are obliged to initiate actions throughout the bout.

Passivity also exists for wrestling in the "par terre" position. For this reason, the referee must encourage the wrestler who is on top — and therefore in a position of superiority — to be active.

If the wrestler does not respond to the referee's demands, the criteria governing passivity must be applied in this case.

Generally speaking, passivity is considered to be any behavior on the part of one or both wrestlers who, contrary to the spirit and aims of total universal wrestling and either in the standing or "par terre" position:

- Do not execute a proper hold.
- Are satisfied with physical efforts intended to neutralize the opponent.
- Give the impression of not trying to initiate effective holds.
- Continually obstruct the holds of the opponent.
- Voluntarily flee the mat in the standing or "par terre" position.
- Continually lie flat on their stomachs without any counter-attack.
- Hold the opponent by one or both hands to prevent him from wrestling.
- Engage in combat with the head thrust forward, in order to prevent "body-to-body" contact in Greco-Roman wrestling.
- In Freestyle wrestling, grip one leg of the opponent between two legs while remaining flat on the stomach without wrestling.
- Push the opponent off the mat.
- Push the opponent onto the central surface of the mat.
- Deliberately fall to the ground.
- Crawl out of bounds, in the "par terre" position, in order to avoid his opponent's hold.

Pushing the opponent off the mat in order to simulate his fleeing also must be considered passivity and penalized by a warning (P).

Article 53 — Fight Against Passivity

In order to combat passivity and when a wrestler deliberately acts contrary to the FILA philosophy of total universal wrestling, the referee must stimulate the passive wrestler without interrupting the bout using the basic vocabulary:

Example:

- *Red ... Action!*
- *Red ... Contact!*
- *Red ... Open!*

If the wrestler remains passive after this command, the referee shall announce passivity by raising the arm bearing the color of the passive wrestler.

Then, after the judge or the mat chairman shows his agreement by raising the paddle bearing the color of the wrestler at fault, the referee shall stop the bout and give a warning for passivity.

This warning will be recorded on the scoresheet of the judge and mat chairman by a (P), as a reminder.

The referee shall then ask the active wrestler, by corresponding gestures, if he wishes the wrestler at fault to take the "par terre" position to resume the bout, or if he wishes the bout to continue in the standing position.

This warning may be given an unlimited number of times to either wrestler.

In all cases, whenever wrestling takes place in the "par terre" position, the referee must allow the time required to initiate and execute a hold and he must never interrupt a hold while it is being executed.

Article 54 — Ordering of the "Par Terre" Position

Wrestling in the "par terre" position is ordered when:

- the active wrestler requests his opponent to assume the "par terre" position after a warning for passivity (P) or a caution for an illegal hold (O)
- the referee has stopped the bout in the protection area in the par terre position.

In all other cases, the bout shall resume in the position the wrestlers were in when the referee stopped the bout. In wrestling ordered in the "par terre" position, action may resume only when the referee blows his whistle and the opponents have assumed the regulation "par terre" position, which is defined as follows:

a) Position

Initial position of wrestlers in the "par terre" position, before the referee blows his whistle. The contestant who is ordered into the "par terre" position must fall on his knees, with his hands on the mat, hands and elbows apart and at least 20 cm from his knees. His arms must remain straight and his feet uncrossed, his thighs must not touch his heels, his knees and hand must be on the marks on the central circle.

b) Contact

The referee shall ask that the wrestler on top place both his hands on the back of his opponent, who is underneath.

The offensive wrestler may take any attacking position, at his convenience, but must first make contact with his opponent by placing both his hands parallel and flat on his opponent's back, without making any contact with his legs against his opponent's legs or body. After verifying that both wrestlers have assumed the correct position, the referee shall indicate resumption of the bout by blowing his whistle.

At that moment, the wrestler on top may attack his opponent. The wrestler underneath is then released from his initial position and may also attack the wrestler on top, counter his efforts and stand up again.

c) Penalty for an incorrect start position

When wrestlers have been ordered to take the "par terre" position, they may not always assume the correct position or may waste time in order to rest (this is true for both the attacker and defender).

In this case, the officials will penalize in the following manner the wrestler who refuses to take or does not immediately assume the correct position:

FOR THE WRESTLER UNDERNEATH (BOTTOM):

first time: a friendly caution (attention)
second time: a warning (like a warning for fleeing the mat or illegal hold (0) and one technical point to the attacker.
Choice of position for the wrestler who was on top. The wrestler at fault remains underneath.

FOR THE WRESTLER ON TOP:

first time: a friendly caution (attention)
second time: a warning (like a warning for fleeing the mat or illegal hold (0) and one point to his opponent.
Choice of position for the wrestler who was underneath.

Article 55 — “Par Terre” Position During the Bout

If one of the wrestlers is placed in the “par terre” position during the bout, wrestling continues in this position and the wrestler underneath may counter his opponent’s efforts and stand up or carry out a counter-attack of his choice.

A wrestler who brings his opponent to the ground must do so actively. If he is passive in this situation, the referee shall give him a warning for passivity, stop the bout and give his opponent the choice of resuming the wrestling in the standing or “par terre” position.

However, if a wrestler brings his opponent to the ground and, owing to good defensive action by the defending wrestler, is unable to initiate an action, the referee, after a reasonable period of time, shall stop the bout and have the competitors resume wrestling in a standing position.

The wrestler on top is forbidden to resume wrestling by jumping on his opponent. If he does so, the referee must reprimand the wrestler at fault and ask the wrestler in the “par terre” position to stand up again.

The wrestler on top has no right to interrupt the bout or to request that wrestling resume in the standing position.

The reminder is given that in any case, if a wrestler leaves the mat in the par terre position, wrestling recommences in the par terre position, whether he leaves being dominated or following a hold. The same holds true for wrestling stopped in the par terre position.

Article 56 — The Passivity Zone

A. The passivity zone is provided for the purpose of detecting the passive wrestler. It also is intended to help eliminate systematic wrestling at edge of the mat, and departures from the wrestling area.

All the holds and actions begun on the central wrestling area and ending within that zone are valid including position of danger, counterattack and fall.

Any hold or counterattack begun in the standing position on the central wrestling area of the mat (apart from the passivity zone) is good, regardless of the place where it finishes (wrestling area, passivity zone or protection area).

However, if it ends in the protection area, the bout is stopped and the wrestlers are returned in a "par terre" position to the center of the mat. Points will be awarded according to the value of the hold.

A fall in the protection area is not valid. In fact, the bout must be interrupted and the wrestlers returned "par terre" to the center of the mat because the hold ended off the mat.

In a case where the attacking wrestler executing the hold arrives in a fall position in the protection area, the bout shall be stopped and his opponent shall receive two (2) points. The bout shall be resumed in the center of the mat, in a "par terre" position.

Wrestlers may move into the passivity zone while executing holds and actions which already were initiated on the central wrestling surface and, without breaking the continuity of movement, may develop actions and holds in all directions, under the strict condition that there is no interruption in the execution of their holds (pushing, blockage, pulling, shoving).

An action or a hold may not be commenced in a standing position in the passivity zone, except under the strict condition that the wrestlers engaged in a hold have only two feet in the zone. In this case, the referee will tolerate the situation for a limited period of time, waiting for the hold to be developed.

If wrestlers discontinue their action in the passivity zone and remain motionless, or if, without engaging in any action, two, three or four of their feet are in this area, the referee shall interrupt the bout and bring the wrestlers back to the central area, without any violation of the rules governing passivity.

In all cases, in the standing position, if one of the attacking wrestler's feet is in the protection area, that is, outside the passivity zone, the bout shall be interrupted.

When the defending wrestler places one of his feet in the protection area, but the attacking wrestler executes a hold using a continuous action, the hold shall be valid.

The moment a wrestler places one of his feet in the passivity zone, the referee must call "ZONE" in a loud voice. Upon hearing this word, the wrestlers must endeavor to return to the center of the mat without interrupting their action.

In wrestling in the "par terre" position, any action, hold or counterattack executed from or in the passivity zone is good, even if it ends in the protection area.

The referee and judge will award points for all actions initiated in the "par terre" position in the passivity zone and executed in the protection area. However, the bout is interrupted and the wrestlers are returned to the center (standing or in the "par terre" position).

In wrestling in the "par terre" position, the attacking wrestler may finish his action if he moves out of the zone while executing the hold,

provided that the shoulders and head of his opponent are within the zone. In this case, even four legs may be off the mat.

B. Further provisions:

Counterattacks in the protection area are not valid.

The passivity zone does not alter the Rules intended to evaluate passivity.

These rules must be applied especially when:

- One or both wrestlers enter and remain in the passivity zone without performing any action in it.
- A wrestler pushes his opponent into the zone or prevents him from returning to the central wrestling area.

Article 57 — Penalization for Passivity

A. Basic rule: A warning for passivity does not result in a technical point.

The referee may make an observation to the wrestler at fault without the consent of the judge or mat chairman. However, to give a warning for passivity, he must obtain the agreement of the judge or mat chairman.

In case of disagreement between the referee and judge, the mat chairman will make the decision by siding with one or the other.

The referee remains solely responsible for stimulating wrestling, ordering the execution of a hold or modifying any incorrect position, without interrupting the bout.

At the same time, he may order the opponents to wrestle properly; if they are ineffective or passive, He may intervene by making the necessary observations without interrupting the bout.

He must differentiate between the dominated wrestler and the passive one. A wrestler with inferior technique must not be warned for passivity unless he refuses to wrestle.

B. Search for and application of the penalty system: It is very important, especially when neither wrestler is initiating any action, to note and establish clearly who is wrestling in an open manner and who is seeking to avoid combat.

It is the task of the referee, if the officials agree (2:1), to determine whether passivity exists, to make the wrestler who is at fault aware of his error by interrupting the bout, and to give him a warning for passivity (P) and give his opponent the choice of the position for restarting the bout standing or par terre.

If the wrestler continues to be passive, the referee again interrupts the bout to draw his attention to his error, and then applies the procedure against passivity.

Article 58 — CLINCH

General principle

With the aim of fighting against negative and passive wrestling, the clinch can be ordered in all wrestling styles and in all categories.

The general rule is that when one of the two wrestlers has scored the 3 technical points necessary for victory, there will not be the possibility for further clinches during the bout.

During the first period

1. The clinch in the first period does not exist but if the score is 0-0 at the end of the first period there must be a clinch with a random draw at the beginning of the second period.

In the second period and in extra time

The points scored by a clinch at the beginning of the second period or at the beginning of extra time do not change the situation below.

1. If in the second period, no technical point is scored, (notwithstanding the points scored by a clinch at the beginning of the period) and that the wrestler has received two remarks for passivity (P), a clinch is ordered. The first wrestler who carries out the clinch will be the one who has not received the two (P).

2. At the beginning of extra-time if the match is: 1-0, 1-1, 2-1, 2-2 or 2-0, a clinch will be ordered at the beginning of this extra-time. The wrestler who has received the fewest remarks for passivity (P) during the whole of the match will carry out the clinch first. If there is a draw on the number of (P)'s, the wrestler to carry out the clinch will be drawn at random.

3. If, after the clinch at the beginning of extra time, there are still not 3 technical points necessary for victory, the rule of the clinch after 2 remarks for passivity as in the second period applies.

4. The general rule is that the clinch lasts for a minute at the most. However, this period can be reduced to 30 seconds if the clinch is ordered at the end of the second period. In this case, it can be ordered between 5 minutes and 1 second and 5 minutes and 29 seconds. The same applies for the last minute of extra-time.

5. Following a remark for passivity (P) during the last 30 seconds of the second period or of extra time, the choice of the par terre position will be valid.

Random Draw

When the score is 0-0 at the end of the first period, or if there is a draw at the beginning of extra time, the wrestler to carry out the clinch is the one chosen at random by tossing a coin.

Clinch position

When the refereeing body decides there is to be a clinch, the referee will ask the wrestlers to place themselves in the clinch position chest against chest (one arm under the opponent's, the other arm holding his opponent's arm, between his elbow and his shoulder, and one hand holding the other behind his opponent's back). The referee must order the start position in the centre of the mat and all four of the

wrestlers' feet must be in the 1m wide central circle.

The wrestlers' legs must be straight.

The four phases in the method of ordering the clinch after the random draw must be considered:

1st phase: the wrestler who loses the draw must stand in the central circle with his arms slightly away from his body.

2nd phase: the wrestler who wins the random draw must execute the clinch by holding his opponent's right or left arm - he chooses.

3rd phase: once the wrestler who wins the random draw executes his clinch, the referee orders his opponent to do the same.

4th phase: when the two wrestlers are in the correct clinch position, chest against chest (and not shoulder against shoulder), the referee whistles and both wrestlers can begin wrestling.

Dynamic clinch

- If one of the wrestlers lets go of the clinch and one of the wrestlers carries out a hold with points as a continuation, the points will be valid, the wrestler who lets go of the clinch will not be penalized and wrestling will continue.
- When one or both wrestlers lets go of the clinch, the referee must not interrupt the match immediately, he must carry out the following procedure:
 - signal to the judge which of the two wrestlers broke from the clinch
 - he then allows the time necessary to enable the wrestler who broke the clinch or his opponent to modify their hold and to try to carry out an action
 - If, after the breaking off of the clinch, the match is not active and neither wrestlers has been able to carry out a hold, the referee stops the match and the first wrestler who broke the clinch receives a warning (O), his opponent receives 1 point and the choice of position

Sanctions

- If one of the two wrestlers refuses to carry out the clinch procedure, the referee pronounces out loud "attention blue" or "attention red". After only one verbal warning the referee will announce the sanction:
 - Caution 0
 - 2 points to his opponent and choice of position
- Generally, the clinch lasts 1 minute. If, during this period the 2

wrestlers stay in the clinch without carrying out a hold, the one who won the toss will be penalized by a caution (O) and his opponent will receive 1 point and the choice of position.

- If a wrestler leaves the mat and the refereeing body can determine which wrestler was the first one to put a foot outside the mat, the sanction will be directly applicable - caution (O), 1 point and choice of position.

- If both wrestlers leave the clinch in the protection zone with one foot at the same time and the refereeing body cannot determine who left first, a new contact will be ordered in the middle of the mat. The wrestler who takes the clinch will be the one who did not previously.

- If the same situation is repeated a second time, the refereeing body will have to decide who is at fault and impose a sanction, caution (O), 1 point and choice of position.

- In the clinch situation, the rule about risk taking does not apply and the wrestler who finds himself underneath or dominated loses the point(s) and the match continues on the ground without interruption by the referee.

CHAPTER NINE

Prohibitions and Illegal Holds

Article 59 — General Prohibitions

Wrestlers are forbidden to:

- Pull the hair, ears, genitals, pinch the skin, bite, twist fingers or toes, etc. and generally, perform actions, gestures or holds with the intention of torturing the opponent or of making him suffer to force him to withdraw.
- Kick, head-butt, strangle, push, apply holds that may endanger the opponent's life or cause a fracture or dislocation of limbs, tread on the feet of the opponent or touch his face between the eyebrows and line of the mouth.
- Thrust the elbow or the knee into the opponent's abdomen or stomach, carry out any twisting action which is likely to cause suffering, or hold the opponent by his singlet.
- Cling to or to grasp the mat.
- Talk during the bout.
- Seize the sole of the opponent's foot (only seizing the upper part of the foot or the heel is permitted).
- To agree the match result between themselves.

Article 60 — Fleeing a Hold

(a) Fleeing a hold occurs when the defending wrestler openly refuses contact in order to prevent his opponent from executing or initiating a hold.

These situations arise in both the standing and "par terre" positions. They may occur in the central wrestling area or from the central wrestling area to the passivity zone.

Fleeing a hold shall be penalized the same way as fleeing the mat,

that is:

- 1 caution against the wrestler at fault (O)
- 1 point to the opponent
- choice for the active wrestler to resume the bout in the standing or "par terre" position

On the ground in Greco-Roman Wrestling

When a wrestler has been ordered on to the ground or is on the ground following an action by his opponent and he then jumps forward to prevent his being caught for a hold, he puts his opponent in the position of committing an illegal hold - holding the thighs of the "escaping" wrestler.

The referee must not allow this situation which is a fleeing the hold offense by the fleeing wrestler. He must therefore be very clear and precise in the manner in which he deals with this offense.

- The first time that the wrestler on the ground jumps forward to avoid being caught by his opponent, the referee must warn aloud "attention, no jump".

- The second time, the referee must request a caution and 1 point for fleeing the hold, stop the match following agreement by the judge and the match chairman, make the wrestlers stand up, signal the offense and ask for the choice of position either standing or par terre for the match to restart.

- This method is valid for penalizing fleeing the hold when the wrestler jumps forward. However, the defense of moving laterally to avoid a hold is authorized and should not be sanctioned.

- The wrestler who is dominated on the ground does not have the right to bend or raise either or both of his legs to prevent a hold being executed. If a dominated wrestler on the ground uses his legs as a defense, he will receive a caution (O) and his opponent 2 points.

Standing in Free Style and Greco-Roman Wrestling

The wrestler who refuses contact in Free Style and Greco-Roman wrestling or who gesticulates to simulate contact must be sanctioned as he is cheating and going against the spirit of wrestling.

The referee must give an amicable verbal warning the first time, saying "red contact" or "blue contact". If the wrestler still refuses contact, he will be penalized with a caution (O) and his opponent will receive 1 point for fleeing the hold and will be able to choose the position - standing or par terre.

Article 61 — Fleeing the Mat

When a wrestler flees the mat, from either a standing or "par terre" position, a caution shall be issued immediately against the wrestler at fault. The following points shall be awarded to the attacking wrestler.

- For fleeing the mat: 1 point plus a caution (O) against the opponent. Choice of position for the attacking wrestler.
- For fleeing the mat in a position of danger: 2 points plus a caution (O) against the opponent. Choice of position for the attacking wrestler.

All points for fleeing the mat are considered technical points.

Article 62 — Illegal Holds

The following holds and actions are illegal and strictly prohibited:

- Throat hold.

- Twisting of arms more than 90 degrees.
- Arm lock applied to the forearm.
- Holding the head or neck with two hands, as well as all situations and positions of strangulation.
- Double nelson, if not executed from the side without the use of the legs on any part of the opponent's body.
- Bringing the opponent's arm behind his back and at the same time applying pressure to it in a position where the forearm forms an acute angle.
- Executing a hold by stretching the opponent's spinal column.
- Chancery hold in any direction whatsoever.
- The only holds allowed are with the head and one arm.

In standing holds executed from behind, when the opponent is turned upside down (reverse waist hold), the fall must be executed only to the side and never from top to bottom (header). Some part of the body, other than the feet, of the wrestler applying the hold must touch the mat before the upper part of the body of the attacked wrestler touches it.

Additional prohibitions are as follows:

- In executing a hold, only one arm may be used to hold the opponent's head or neck.
- It is forbidden to lift the opponent who is in a bridge position and then to throw him onto the mat (severe impact on the ground); that is, the bridge must be forced down.
- Breaking the bridge by pushing in the direction of the head is strictly prohibited.

Generally, 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 the wrestler at fault penalized (warning or caution). If the attacker repeats his violation, he will be punished by a warning, one point will be awarded to his opponent who will have choice of position.

If a defending wrestler, by an illegal action, prevents his opponent from developing his hold, the defending wrestler will be cautioned and his opponent will receive two points and choice of position.

The duties of the referee towards the competitor committing the violation are as follows:

If the wrestler can carry out the action

- Stop the violation
- Force the wrestler to release the hold if it is dangerous
- ask for a caution
- Give a point and the value corresponding to the hold to his opponent
- stop the match
- ask for the choice of position

If the wrestler cannot carry out his action

- stop the match
- Give 2 points to his opponent
- ask for choice of position

Article 63 — Prohibited Holds for Schoolboys (*includes USA Cadets & FILA Cadet divisions*)

To protect the health of young wrestlers, the following holds are considered illegal and prohibited for the Schoolboy/girl and Cadet categories.

- double nelson from both the front and the side.
- in Free Style wrestling, a leg hook on the opponent's leg in addition to the double Nelson.

Article 64 — Special Prohibitions

A. In Greco-Roman wrestling, it is forbidden to grasp the opponent below the hips or to squeeze him with the legs. All pushing, pressing or "lifting" by means of contact with the legs on any part of the body of the opponent also is strictly forbidden.

In Greco-Roman wrestling, unlike Free Style wrestling, it is necessary to accompany the opponent to the ground.

B. In Free Style wrestling, a scissor lock with the feet crossed is forbidden on the head, the neck or the body.

Article 65 — Consequences Affecting the Bout

If as a result of an illegal hold, the wrestler who applied the hold (the wrestler at fault) finds himself at a disadvantage, the bout must continue without interruption. He will then stop the match, give the necessary points, give a warning to the wrestler at fault and ask for the position standing or par terre.

If the hold begins properly and then becomes illegal, the hold should be evaluated up until the beginning of the infraction, then the match should be stopped and wrestling should be made to continue in a standing position with the attacking wrestler receiving an amicable warning. If the wrestler attacks again with an illegal hold, the referee will stop the match, give a warning (0) to the wrestler at fault, 1 point to his opponent and the choice of position.

In all cases, in the event of any wilful butting with the head or any other brutality, the wrestler at fault may be eliminated immediately from the bout by a unanimous decision of the officiating team, or disqualified from the competition and placed last with a comment "eliminated for brutality".

USAW Modifications/Clarification: DISQUALIFICATION - After three cautions for fleeing the mat, fleeing a hold, incorrect starting position and/or illegal holds — which include the awarding of technical points — the wrestler at fault will be disqualified.

In every case, after a caution, the wrestler who is not at fault must be given choice of the position in which the bout shall resume, standing or par terre.

Disqualification for misconduct may be penalized by loss of the bout and/or removal from the entire competition, at the discretion of the officiating team. A recommendation for disqualification from the tournament shall be reviewed by the protest committee.

Cautions are applied as follows:

Fleeing the mat: A caution is charged against the wrestler at fault, 1 point and choice of position awarded to the attacking wrestler.

Fleeing the mat in a position of danger: A caution is charged against the wrestler at fault, 2 points and choice of position awarded to the attacking wrestler.

Fleeing a hold: A caution is charged against the wrestler at fault, 1

point and choice of position awarded to the attacking wrestler.

Illegal hold which does not prevent a hold from scoring: Points for the action are scored, a caution is charged against the wrestler at fault, 1 point and choice of position awarded to the attacking wrestler.

Illegal hold which does prevent a hold from scoring: A caution is charged against the wrestler at fault, 2 points and choice of position awarded to the attacking wrestler.

CHAPTER TEN

The Protest

Article 66 — The Protest

No protest may be lodged at the end of a match. Only the result obtained on the mat counts. If the FILA President or the Refereeing Commission note that a mat chairman and controller have abused their power to modify a match result, they can examine the video and, with the agreement of the FILA Bureau, sanction those responsible as laid down in the provisions of the Regulations for International Refereeing Bodies.

Under no circumstances may the result of a match be modified.

USA Wrestling Protest Procedures :

PROTEST PROCEDURES

A written protest may be submitted when a flagrant violation of the rules of wrestling or an irregular situation is noted. The protest must be filed in writing on an official protest form available from the chief pairing master.

On any protest involving application or interpretation of the rules, the mat chairman must be notified immediately after the end of the bout that a protest is imminent. The written protest must be filed no later than 30 minutes after the end of the bout.

The protest must be submitted to the chief pairing master, who shall forward it to the committee. Each protest must be accompanied by a fee of \$50, which will be refunded if the protest is upheld.

A protest may be accepted and examined when:

- There has been a flagrant violation of the rules.

- There has been a timing error, during which the score of the bout changed.
- Two wrestlers have arrived at a prior agreement regarding the outcome of their bout, to influence the classification of an opponent.
- Points are awarded for a second gut wrench, without a scoring hold being executed between the two gut wrenches, or an interruption of the bout.
- The judge and referee have awarded points in a unanimous manner and the mat chairman has changed their decision.
- Points are entered in inverse order on the judge's and mat chairman's scoresheets, by error, or
- Points have been awarded by majority vote of the officiating

team and, by error, these points have not been entered on the scoresheets.

A protest may not be accepted nor examined when:

- It concerns the officials' judgment.
- The decision regarding the result of a bout has been made unanimously by the members of the officiating team.
- It concerns disqualification of one or both wrestlers for cautions, brutality or violation of the rule.
- A fall has been called and confirmed.
- The winner has been proclaimed by technical superiority, or
- The points at issue could result in a tie score for the bout, because overtime cannot be ordered retroactively.

If the protest is accepted, it shall be examined by the protest committee which makes the final decision. After a decision is reached, the party filing the protest shall be provided a written explanation of the ruling. If the protest is upheld, the other party also shall receive a copy.

The scoresheet signed by the mat chairman and by the winning wrestler shall be accepted as the official result, even if it differs from the visual scoreboard, unless — in consideration of a protest — the committee determines that a rule was improperly applied.

If the scoring totals shown on the mat chairman's scoresheet differ from the actual totals of the individual points recorded, through an error in addition, the recording of individual scoring moves shall be considered official and the totals shall be corrected by the chief pairing master upon discovery of the error.

Questions concerning errors in recording of results, assignment of classification points and/or improper pairing of the contestants may be addressed to the chief pairing master without the filing of a written protest. Anyone bringing a question to the pairing officials should know the contestant's draw number of the wrestler involved.

When a wrestler is disqualified from a bout or from the event for brutality or flagrant misconduct, such action shall be subject to automatic review by the committee without the filing of a formal protest and the use of video maybe authorized.

Under no circumstances shall the use of video tapes or films of a bout be considered or shown in the evaluation of any protest except as noted above or when USAW has provided for the video review of bouts as determined by the Sports Committees and approved by the USAW Executive Committee.

In the use of video review at any USAW sanctioned event, only the mat chairman or the Head Official for the event may order the video review. In all cases, if the referee and judge are in agreement of the results of an action or situation, video review **cannot** be ordered. In the cases of video review, the FILA protest procedures shall apply, which may be modified by USAW.

CHAPTER ELEVEN

Rules Specific to Women's Wrestling

Article 67 — Age Categories and Weight Classes

A. The age categories for girls' wrestling will be identical to those for boys' wrestling, namely:

Schoolgirls.....	13-15 year
Cadet	15-17 year
Juniors	18-20 years
Seniors.....	20 years and older

For Senior-level events, Men wrestlers who are 18 and Female wrestlers who are 17 in the year of the event may compete with medical certificate and authorization of parents.

B. The weight categories are as follows:

Schoolgirls

1. 28-30 kg
2. 32 kg
3. 34 kg
4. 37 kg
5. 40 kg
6. 44 kg
7. 48 kg
8. 52 kg
9. 57 kg
10. 57-62 kg

Juniors

1. 40-44 kg
2. 48 kg
3. 51 kg
4. 55 kg
5. 59 kg
6. 63 kg
7. 67 kg
8. 67-72 kg
9. 72-79.5 kg (non FILA Wt)

Cadets

1. 36-38 kg
2. 40 kg
3. 43 kg
4. 46 kg
5. 49 kg
6. 52 kg
7. 56 kg
8. 60 kg
9. 65 kg
10. 65-70 kg
11. 70-78 kg (non FILA Wt.)

Seniors

1. **48 kg**
 2. **51 kg**
 3. **55 kg**
 4. **59 kg**
 5. **63 kg**
 6. **67 kg**
 7. **72 kg**
- 1 kg = 2.2046 lbs.**
Bold = Olympic Games Weights

Article 68 — Dress

Participants must present themselves for competition as defined in Article 8.

In addition:

- The wearing an unwired bra is forbidden.
- It is forbidden to wear earrings, barrett's, bracelets, rings, or any metal or rigid object, as well as a man's wrestling singlet with a T-shirt underneath.
- The wearing of FILA sanctioned ear protectors is obligatory for cadet and junior female age categories. For female senior age category the wearing of ear protector is optional.

Article 69 — Weigh-in

Principles: The participants are weighed in the same way as the men, as mentioned in Article 22.

Article 70 — Length of the Match

Schoolgirls & Cadets (*includes USAW Cadet Division*):

— Two periods of 2 minutes, with 30 second rest between periods. Extra time lasts for two minutes. *See USAW Modifications, page 33.*

Juniors and Seniors:

— Two periods of 3 minutes, with 30 second rest between periods. Extra time lasts for three minutes. *See USAW Modifications page 33.*

Article 71 — General Technical Rules

All technical rules for men's wrestling apply in women's wrestling.

Article 72 — Illegal Holds

As well as the general illegal holds established for men's wrestling, the following holds are prohibited in women's wrestling:

— all double nelsons, in "par terre" or standing position.

CHAPTER TWELVE

Interpretation of Wrestling Rules

Article 73 — Modifications and Unforeseen Events

These Rules supersede all former editions.

The FILA Executive Bureau has the sole decision-making authority concerning any modifications to the above provisions that are deemed desirable with a view to improving the technical Rules of wrestling.

These decisions shall remain in effect until the following Congress, which shall be called to examine them.

These Rules have been drawn up bearing in mind all the circulars and information distributed by the FILA.

They contain all the suggestions put forward by the auxiliary bodies and the Bureau which were accepted by the FILA Congress.

These Rules are the only valid document of their type until the following Congress which will be asked to rule on all the possible modifications or interpretations decided by the Executive Bureau.

In the event of controversy, only the French text is valid.

The National Federations must translate this document into their official language.

Every referee at a competition must have copy of these Rules in his language and in one of the FILA's official languages (French or English)

APPENDIX

Basic Vocabulary

Every member of the officiating body must be perfectly familiar with and apply the vocabulary set out below, which constitutes the official means of communication between members.

1. **Salut:** The wrestlers must greet each other.
2. **Start:** The invitation to the wrestlers standing at opposite corners of the mat to step to the center to be examined and to shake hands. After this, they await the referee's whistle to begin wrestling.
3. **Contact:** The referee calls upon the wrestler to place both his hands on the back of his opponent, who is underneath. The wrestlers in the standing position must assume "body to body" contact.
4. **Open:** The wrestler must alter his position and adopt more open wrestling tactics.
5. **Dawai:** The referee encourages the wrestlers to wrestle more actively.
6. **Attention:** The referee warns the passive wrestler before requesting a caution for refusal to assume the correct "par terre" position.
7. **Action:** The wrestler must execute the hold he has initiated.
8. **Head Up:** The wrestler must raise his head. This order is given by the referee in the case of passivity and repeated attacks by a wrestler who thrusts his head forward.
9. **Jambe:** The wrestler has committed a leg error (Greco-Roman).
10. **Position:** Initial position of the wrestlers on the ground "par terre," before the referee blows his whistle.
11. **A Terre:** The bout is resumed in the "par terre" position.
12. **Place:** By striking the mat with his hand and at the same time pronouncing the word "place," the referee reminds the wrestlers not to flee the mat.
13. **Danger:** The danger position.
14. **Fault:** An illegal hold or violation of the technical rules.
15. **Passif:** Passive red, passive blue. The warning given to the wrestler who is passive. It is signalled by raising the arm which bears the color of the wrestler at fault.
16. **Remark:** The sign from the referee indicating the passivity of a wrestler to the judge and to the mat chairman.
17. **Stop:** This word means the stopping of the bout.
18. **Zone:** This word must be used and pronounced in a loud voice if the wrestlers enter the passivity zone.
19. **Continuer:** The bout must be resumed upon this order by the referee. The referee also uses this word to have the wrestling continued if the wrestlers stop due to confusion and look at him as if they are asking for an explanation.
20. **Time out:** When one of the wrestlers stops wrestling, intentionally or because of injury or any other reason, the referee uses this expression to ask the timekeeper to stop the clock.
21. **Centre:** The wrestlers must return to the center of the mat and continue the bout there.
22. **Up:** The bout must be resumed in the standing position.
23. **Intervention:** The judge, referee or mat chairman calls for intervention.
24. **Out:** A hold applied outside the mat.
25. **OK:** The hold is valid (legal, correct). If the judge and the mat chairman are sitting in a position which does not allow them to follow closely what is taking place on the opposite side, the referee must raise his arm to indicate whether the hold at the edge of the mat was executed within the boundaries of the mat.
26. **Non:** This word is used to indicate that an action is not valid and is consequently void.

27. **Touche:** The word used to indicate that the wrestler is beaten by a "fall." For a fall, the referee says "tombé," strikes the mat with his hand, and blows his whistle to indicate the end of the bout.

28. **Declare Battu:** The decision made subsequent to a defeat by obvious superiority.

29. **Defaite:** The opponent is beaten.

30. **Disqualification:** Disqualification is announced for unsportsmanlike conduct or brutality.

31. **Fin:** The end of the bout.

32. **Chronometre:** The timekeeper must stop or start the stopwatch on this order from the referee.

33. **Gong:** The sound of the gong marks the beginning and end of a bout.

34. **Jury:** The officiating body (team).

35. **Arbitre:** The official conducting the bout on the mat (referee).

36. **Juge:** The official who assists the referee and awards the points to the wrestlers during the bout (judge). He also is required to note all the actions executed during the bout on his scoresheet.

37. **Chef de Tapis:** The mat chairman, who is the official responsible for a mat. He is obliged to break a tie vote between the referee and judge in case of a dispute.

38. **Consultation:** The mat chairman consults with the referee and judge before announcing a disqualification or decision on any matter on which there has been disagreement.

39. **Caution:** The penalty issued by the referee to a wrestler for violation of the rules.

40. **Clinic:** The clinic for officials.

41. **Protest:** The protest raised as a result of a decision, whatever it may be.

42. **Docteur:** The official doctor for the bout.

43. **Victory:** The referee declares the winner.

44. **NO JUMP:** Referee's comment to the wrestler par terre who jumps forward in order to prevent his opponent being able to initiate a hold.

45. **CLINCH:** Provision laid down in article 56.

These regulations have been formulated in accordance with all circulars and with all information distributed by FILA. They include all suggestions proposed by auxiliary organizations and the Bureau and accepted by the FILA Congress. They supersede all other previous provisions pertaining to wrestling regulations and constitute the only legally valid document. FILA, Lausanne (01/03)

USA Modifications

FILA encourages and conducts age group competition, it has only a few special rules for youth wrestling. USA Wrestling, on the advice of its sport committees and its sport science staff, has adopted modifications of the rules for specific age groups or levels of competition in this country.

For domestic sanctioned regional and national competitions, USA Wrestling applies modifications to age limits, weight classes and allowances, weigh-in procedures and rules, time and duration of weigh-ins, drawing of lots, pairing and bracketing procedures, separation of contestants, and on-the-mat competitive rules.

International competition, and USA trials leading to such competition, are conducted without modifications of the FILA rules, except those procedures adopted for ranking, pairing the contestants, protests and weigh-ins.

Blood Rule

The following regulations apply to all levels of competition conducted and sanctioned by USA Wrestling:

1. Athletes known to be infected with the HIV/HBV virus cannot compete in any USA Wrestling sanctioned event.
2. Health care attendants known to be infected with AIDS cannot administer to bleeding athletes.
3. Anytime an athlete bleeds during a bout, the action shall be stopped immediately and first aid administered.
4. A bleeding athlete cannot compete unless the bleeding and spread of blood is effectively stopped. If the spread of blood to others cannot be effectively prevented to the satisfaction of the Chief Medical Officer and officials, then the athlete cannot compete further.
5. Time outs to stop bleeding or the spread of blood shall not be included in injury time. The cumulative time out to stop bleeding and the spread of blood shall not exceed five minutes.
6. Blood must be cleaned from the mats, uniforms and bodies with a bleach solution, and all used towels and other cleanup materials must be properly and immediately disposed of in a separate container for contaminated material.
7. Competition cannot resume until all blood has been removed and the cleaning solution residue has dried.

Pairing Procedures

The FILA format has been deemed unsuitable, at this time, for such events as the USA Wrestling Junior Nationals and Cadet Nationals, with their huge entry totals. USA Wrestling will conduct national and regional events in the Junior, Cadet and Kids Divisions under the vertical pairing format or similar formats.

National championships in the Senior, University and FILA Junior World Divisions will be conducted under the seeded double elimination

format.

Weigh-ins and Drawing of Lots -General-

At all regional and national championships, a weighmaster, his/her assistant, a drawmaster and his/her assistant, and additional personnel as needed are assigned. Assignments are made either by the USWOA or the chief official. The weighmaster, drawmaster and assigned medical officer must check the weigh-in area at least one hour before the start of weigh-ins to approve or adjust the physical layout and to assure an orderly process for the medical check, weighing in and drawing of lots.

During registration or weigh-in depending on the age group, the contestant will draw a number to determine his/her place on the brackets. Enough draw numbers must be provided so that no two contestants can draw the same number. The contestant's draw number is entered on the designated area of his/her weigh-in card. The drawmaster will supervise this process, and be available for questions.

Athletes must be prepared and must submit to a skin disease screening prior to weigh-in. A doctor's note on said doctor's official letterhead may be required stating that a current skin condition is not contagious. The chief medical officer for the event has full authority without appeal in determining the eligibility of an athlete to compete.

After a contestant has cleared medical check, the contestant has his/her weight confirmed at the scales and verified on his/her weigh-in card. If the athlete does not make the desired weight the card is not to be returned to the athlete. The athlete must then immediately verify his/her weight at a challenge scale. There shall be two attempts only to make the desired weight class (initial and one challenge). All athletes must be present at the beginning of weigh-ins. Weigh-ins shall end upon the last wrestler in line weigh-ing in, or as stipulated for the event.

The drawing of lots is integrated into the registration process as standard procedure and the roles of weighmaster and drawmaster require officials with a keen sense of fairness and responsibility. A newly developed guide to weigh-ins and the drawing of lots will be adhered to at national events and should be used at all other events when feasible. This guide may be obtained by contacting the USAW National Headquarters.

THE TOURNAMENT COMMITTEE

All USA Wrestling regional and national events shall be governed by a tournament committee established by the event coordinator. The committee shall number at least five and no more than nine members, who shall be residents of different geographical areas, if possible. One member shall be designated chairperson. When possible, a majority of the members shall be USWOA officials of Category M1E or M1 national rating.

The chairperson of the tournament committee shall appoint three or more members of the committee, and he may include himself, to rule on any formal protest. He shall select members of the committee from geographical areas different from those of the contestants and officials involved in the protest. No member of the protest committee shall be from the same local area of the parties involved.

When possible, the protest committee should include the chief mat official and the chief pairing master.

Senior (Olympic) Division

For contestants 20 or older (born in 1985 or before). Wrestlers 18-19 may enter with a medical certificate. See page 54 for Senior Women.

Competition shall be conducted under double elimination line bracketing. Wrestlers may be seeded and separated on the basis of previous performance, and further separated by club affiliation, in accord with USA Wrestling procedures listed herein.

Time and duration of weigh-ins may be modified to accommodate the needs of the athletes. The national championships are closed to foreign athletes. Except by action of the Board of Directors of USA Wrestling, there are no other modifications of FILA rules.

Seeding and Separation

At the National Championships in each style, members of Team USA and other wrestlers worthy of national ranking are selected by the appropriate Sport Committee, or its designated subcommittee, to be seeded and separated from each other. The committee meets immediately after the close of the weigh-ins and drawing of lots.

In each weight class, the weigh-in cards of the wrestlers selected by the committee for seeding are segregated from the remainder of the weight class. The committee designates No. 1 and No. 4 wrestlers in the weight class, to be drawn in the first and second quarters of the bracket, respectively, and Nos. 2 and 3 to be drawn in the third and fourth quarters, respectively.

Within the limits listed below, the committee then may assign additional wrestlers, divided equally, to the half-brackets, those rated 5-8-9-12-13-16 in the upper half, 6-7-10-11-14-15 in the lower half.

The limitations on the number of seeded entries are as follows:

- ★ If there are 12 or fewer entries in the weight class, up to four wrestlers may be seeded and separated.
- ★ If there are 13 to 32 entries in the weight class, up to eight wrestlers may be seeded and separated.
- ★ If there are 33 to 64 entries in the weight class, up to 12 wrestlers may be seeded and separated.
- ★ If there are more than 64 entries in the weight class, up to 16 wrestlers may be seeded and separated.
- ★ Seeding must be based on documented achievement. When information is sketchy, it is not advisable to seed those contestants. Seeding may stop at any point up to the limits.
- ★ When a contestant has been nominated for a seed because of documented achievement, his/her name may not then be withdrawn because of a potential adverse pairing.

Team Scoring

Division I — Teams with 9 or more entries.

Division II — Teams with 8 or fewer entries.

A team must be a USA Wrestling chartered club which also makes

said club a member of the U.S. Federation of Wrestling Clubs.

A complete roster of all athlete members must be on file at the national office at least three business days before registration for the event. The club's list of entries for the event must be submitted at registration.

A Division I team may enter as many wrestlers as it wishes, but may score only its top 20 place winners. It need not designate its scorers in advance.

Points — 8-7-6-5, etc., for the places where awards are given or 6-5-4, etc., for six places.

University Division

Each participant must be age 18-24 and his/her class must have graduated from high school. Ages are determined by year of birth - 1979 through 1985).

These events are closed to foreign teams and athletes.

The National Men's Championships in both styles will be conducted under double elimination line bracketing, with seeding and separation procedures as listed for the Senior Division being applied only to the top four ranked athletes. Consideration should be given to returning University and FILA Junior World Champions, collegiate place winners, Junior National champions, returning University and FILA Junior World place winners and Junior National place winners. Women's Championships shall be conducted under the two pool vertical system.

In regional competition, there is no seeding of contestants based upon previous performance, but wrestlers are separated by team affiliation.

For each weight class a "True Alternate" shall be determined if the second and third place finisher, per weight class, have not wrestled. The bouts for "True Alternate" shall take place 30 minutes to one hour after the final bout per style. These bouts shall not alter the tournament placings. These bouts shall only take place in order to assist in the determination of members of a world team or a FILA calendar event team.

Time and duration of weigh-ins may be modified. Except by action of the Board of Directors of USA Wrestling, there are no other modifications of the FILA rules.

Team Scoring

A team must be a USA Wrestling chartered club which also makes said club a member of the U.S. Federation of Wrestling Clubs. A complete roster of all athlete members must be on file at the national office at least three business days before registration for the event. The club's list of entries for the event must be submitted at registration. A team may enter as many wrestlers as it wishes, but may score only its top 20 place winners. It need not designate its scorers in advance.

Points — 8-7-6-5, etc., for the places where awards are given or 6-5-4, etc., for six places.

FILA Junior World Division

For contestants 18 to 20 (born in 1982 through 1984). A wrestler 17 (born 1985) may enter with a medical certificate.

These events are open to foreign teams and athletes who meet the qualifications listed above.

The National Men's Championships in both styles will be conducted under double elimination line bracketing, with seeding and separation procedures as listed for the Senior Division being applied only to the top four ranked athletes. Consideration should be given to returning FILA Junior World and University champions, collegiate place winners, World Team members, returning FILA Junior World and University place winners and Junior National champions and place winners. Women's Championships shall be conducted under the two pool vertical system.

For each weight class a "True Alternate" shall be determined if the second and third place finisher, per weight class, have not wrestled. The bouts for "True Alternate" shall take place 30 minutes to one hour after the final bout per style. These bouts shall not alter the tournament placings. These bouts shall only take place if the event determines members of a world team or a FILA calendar event team.

Time and duration of weigh-ins may be modified. Except by action of the Board of Directors of USA Wrestling, there are no other modifications of the FILA rules.

Team Scoring

A team must be a USA Wrestling chartered club which also makes said club a member of the U.S. Federation of Wrestling Clubs. A complete roster of all athlete members must be on file at the national office at least three business days before registration for the event. The club's list of entries for the event must be submitted at registration. A team may enter as many wrestlers as it wishes, but may score only its top 20 place winners. It need not designate its scorers in advance.

Points — 8-7-6-5, etc., for the places where awards are given or 6-5-4, etc., for six places.

Junior, Cadet, FILA Cadet and Kids Divisions

General Policies & Regulations

The following regulations apply equally to the four divisions:

USE OF FLUIDS

Athletes will be allowed to drink water, common sports drinks, juices or carbonated beverages during appropriate times of a bout, including the break between periods.

USE OF INHALANTS

Athletes will be allowed to use prescription inhalants (issued by a physician) during a bout for their well being.

FOLKSTYLE COMPETITION

For folkstyle competitions, the National Federation of State High School Associations match scoring wrestling rules are suggested guidelines, with the addition of the USAW Kids illegal hold modifications, for Kids Division events, and no one period to exceed two minutes. Weight classes may be modified.

MOVING UP WEIGHT CLASSES

A wrestler may move up one weight class from the weight in which he/she is qualified to compete in at the time of weigh-in, except for heavy weight category, for which the contestant must weigh over the weight class just prior to the heavy weight class. For the Junior and Cadet Dual Championships, athletes may wrestle one weight class above the one in which they have qualified for at the official weigh-ins. Other rules may apply.

MAT OFFICIALS

For all age group National Championships, excluding the Senior division, and when feasible, no official shall officiate a bout when it involves athletes from his/her state.

AGE GROUP ELIGIBILITY

An athlete shall only compete for two years in the age group designated by birth year for Bantam, Midget, Novice, Schoolboy/girl divisions. Violators shall be penalized one year eligibility.

WEIGH-INS

(These rules do not apply to the Senior Division)

For the Junior Division Regional and National Championships, athletes must weigh-in a maximum of two hours prior to the start of competition.

For all age groups, athletes shall have two consecutive opportunities during the scheduled weigh-in to make the weight indicated at time of registration. Athletes shall not be allowed to leave the designated weigh-in area during the weigh-in process. The two consecutive opportunities to make the weight class are: initial weigh-in and one challenge.

Only for the Cadet Division & Junior Division National Competition shall athletes be required to weigh-in on subsequent days (one) following initial weigh-in. Athletes may move up one weight class from the initial weigh-in process if they fail to make the weight indicated during the registration process, with the exception of the Cadet and Junior National Championships where there are limits per weight per state (4). For Junior Division Regional Championships and the Cadet Division and Junior Division Nationals, the athlete moving up in weight class shall be placed in the next weight-class above on the first available position as determined by the Chief Pairing's Official assigned to the event.

Athletes paired against an opponent who failed to make weight may in some cases earn four (4) positive points and advance, if no other athlete moves up from a lower weight classes failing to make weight. The Chief Pairings Officials has final authority on all such cases.

Junior Division

For all domestic competition except international team trials, a Junior wrestler must be a student-athlete currently attending high school (grade 9, 10, 11 or 12), or participating in a program considered by the State's Department of Education to be fulfilling the athlete's requirements for graduation from an accredited high school program, or if a summer event, attending high school, or participated in a program considered by the State's Department of Education to be fulfilling the athlete's requirements for graduation from an accredited high school program, the Spring semester just prior to the summer

event. In addition, the athlete has only four (4) consecutive years to compete in the Junior Division once his class begins the ninth grade, and he/she must have been born on or after September 1, 1983.

There are 15 weight classes (Mens):

1. up to 98.0 lbs	9. up to 145 lbs
2. up to 105 lbs	10. up to 152 lbs
3. up to 112 lbs	11. up to 160 lbs
4. up to 119 lbs	12. up to 171 lbs
5. up to 125 lbs	14. up to 189 lbs
6. up to 130 lbs	12. up to 215 lbs
7. up to 135 lbs	15. up to 275 lbs
8. up to 140 lbs	

There are 9 weight classes (Women's):

1. up to 95 lbs	6. up to 138 lbs
2. up to 101 lbs	7. up to 150 lbs
3. up to 110 lbs	8. up to 165 lbs
4. up to 119 lbs	9. up to 175 lbs
5. up to 128 lbs	

International ages and weights are listed on page 12 & 54.

At the Junior National Championships, competition shall be conducted under the two pool vertical pairing format, with returning place winners and world medalists separated from each other. Wrestlers from the same state also are separated.

Separation shall occur using three levels. Wrestlers shall be given priority based on the level at which they qualify to be separated. After determining the wrestlers that qualify to be separated and their level the procedures described below shall be followed.

Separation Levels & Procedures for Junior National Championships:

Level One: National Junior Division and above All-Americans (1-8 place) or World Medallist (1-3 place) in the style.
National Champions to be separated into different pools.

Level Two: Previous year Cadet Division National Top Three Place Winners in the Style, Previous & current year Junior Division Top Three Place Winners out of style.

Level Three: Separation by State.

First, check the states of each Level as it is separated. If Level One has two from the same state, place one in Pool A & one in Pool B immediately, low draw number to Pool A. Check the states of each Level and separate them into pools, first.

Level One wrestlers are separated first. The Level One wrestler with the lowest draw number is placed in Group A and cards of the remaining Level One Wrestlers are dealt alternately in order of their draw numbers, starting with Group B. If there is an odd number of Level One wrestlers, the odd card (highest draw number) is placed aside.

Level Two wrestlers are separated. Check States. The Level Two wrestler with the lowest draw number is dealt to Group A and the other cards are dealt alternately, as above. If there is an odd number of Level Two wrestlers, the odd card (highest draw number) is placed with the single Level One card.

If after separation of Level One and Level Two cards, there are two cards left (one from each level), place them in draw number order, lowest to highest. The lowest draw number of the two is assigned to the A Pool and the highest draw number to the B Pool.

If after separation of Level One and Level Two cards, there is **one card** left, place it in the unassigned deck. ****This will prevent the extra Level wrestler from always being in the A Pool.**

Level Three: Wrestlers from the same state are separated. When sorting cards by states at a large tournament, the stacks of state cards first should be arranged in alphabetical order of states, to be sure there are not two stacks from one state.

If the state team leader has designated a ranking within the state, his/her No. 1 and No. 2 wrestlers are compared and the wrestler with the lower draw number is placed in Group A. If there is a wrestler in either pool from that same state classified as a Level ONE or Level TWO, then the No. 1 wrestler from that state should be placed in the opposite pool. The No. 2 wrestler will be assigned the pool opposite No. 1 from his/her state.

If two wrestlers are designated as No. 1, separate them; if two wrestlers are designated as No. 2, separate those two.

Wrestlers designated No. 3 and No. 4 within their state then are compared and the wrestler with the lower draw number is placed in Group A. If there are only three entries from one state, the third card is returned to the unassigned deck.

If no ranking within the state is designated on the card, the wrestler with the lowest draw number is placed in Pool A. If there are 3 entries, low draw number in Pool A, high draw number in Pool B, the third card returns to the unassigned deck. If there is an equal number from that state, deal to alternate pools. If there is an odd number (5 or 7) the last card, highest draw number, is placed in the unassigned deck, except for three entries as mentioned above.

After this separation has been completed, count the number in each pool. Place the unassigned deck in draw number order, lowest to highest. Both pools should have an equal number of wrestlers; therefore, the alternating deal starts in Group A. If there is not an equal number in each pool because of state adjustments, add one or more cards from the unassigned deck to make the pools equal before distributing the other unassigned cards.

Adjustments for Level One and Level Two: Adjustments shall be made so that neither Pool A nor Pool B will contain an unequal representation of Level wrestlers from any state, other than by one. In case a wrestler must be moved, the second wrestler placed shall be moved to the opposite pool, exchanging places with the same level wrestler from another state whose draw number is closest to his/her.

Two Level One wrestlers should be half a pool apart, or if three Level One wrestlers in a pool, a third of a pool, etc. All Level One and Level Two, wrestlers should be separated by an equal number of contestants (Divide the total number of entries in the pool by the number of Level One and Level Two wrestlers in the pool - 48 divided by 4= 12) If there are two Level Ones, they should be separated by 24 and the two Level Two in between by equal distance of 12.

Adjustments for Level Three: Two or three wrestlers from the same state should be separated by at least a third of the pool; If not they should be moved equidistant from each other. If the number of contestants between two or three wrestlers from the same state is less than a third, the lowest draw number will be moved, unless it would be necessary to move him/her to the end of the weight class (Do not move a wrestler over the top.) In that case, the higher draw number will be moved one-half the distance away for 2 wrestlers, or one-third the distance away for 3 wrestlers. His/her card is inserted at that point, with other cards remaining in order.

In the search for such conflicts, pairings are reviewed once from the top down, and each conflict resolved in turn. After the conflicts have been resolved, the wrestlers are paired for the first round.

Separation Procedures for Junior Regional Events:

At Junior Regional championships, competition shall be conducted under the two pool vertical pairing format; there is no seeding or separation based on past performance, but there is separation by states. Separation of athletes from the same town/cities is strongly encouraged using the process below.

States shall be separated in pools by the following rules: First, in each weight class, separate all contestant's cards from the same state; place them in ascending order according to each wrestler's draw number which has been drawn by the contestant at registration. To separate two contestants, place the lower draw number of the two in Group A, the higher in Group B. For three contestants, place the lowest draw number in A, the highest in B, the other back in the unassigned deck. For four, deal alternately by number to A and B; for five, seven, nine, eleven contestants, deal alternately by number to A and B, but place the last odd number in the unassigned deck. When all state separations have been made, sort the remaining cards in ascending numerical order and deal them alternately to Groups A and B. Then sort each pool in ascending numerical order. Separate each state within each pool. If the number of contestants between two or three wrestlers from the same state is less than a third, the lowest draw number will be moved, unless it would be necessary to move him/her to the end of the weight class (Do not move a wrestler over the top.) In that case, the higher draw number will be moved one-half the distance away for 2 wrestlers, one-third the distance away for 3 wrestlers, one-fourth the distance away for four wrestlers, etc. His/her card is inserted at that point, with other cards remaining in order. Sometimes, there are too many entries from the same state for this formula. In that case, you should separate as much as possible so that they do not meet for at least two rounds.

In the search for such conflicts, pairings are reviewed once from the top down, and each conflict resolved in turn. After the conflicts have been resolved, the wrestlers are paired for the first round.

There is no team scoring in Junior competition.

Time and duration of weigh-ins may be modified. Except by action of the Board of Directors of USA Wrestling, there are no other modifications of the FILA rules.

USAW Cadet Division

For contestants age 15-16 (for 2003, born in 1987 or 1988).

For domestic competition, there are 17 weight classes:

1. up to 84 lbs Wm	83.75	10. up to 140 lbs Wm	154.25
2. up to 91 lbs Wm	88	11. up to 145 lbs Wm	170
3. up to 98 lbs Wm	94.75	12. up to 152 lbs	
4. up to 105 lbs Wm	101.25	13. up to 160 lbs	
5. up to 112 lbs Wm	108	14. up to 171 lbs	
6. up to 119 lbs Wm	114.5	15. up to 189 lbs	
7. up to 125 lbs Wm	123.25	16. up to 215 lbs	
8. up to 130 lbs Wm	132.25	17. up to 275 lbs	
9. up to 135 lbs Wm	143.25		

Note: Women's weights are the FILA Cadet Women's weights (kg to lbs) plus 170 pounds.

There is no team scoring in Cadet competition.

Time and duration of weigh-ins may be modified. At the regional championships, national and regional policies on qualification, changing weight classes, etc., prevail.

The cross-chest cradle, West Point ride, Colorado or Iron Cross are considered illegal holds, except at World Team Trials. Except by action of the Board of Directors of USA Wrestling, there are no other modifications of the FILA rules. It should be noted that the rules prohibit the full nelson and the three-quarter nelson with a leg hook.

Separation Levels & Procedures for National Cadet Championships:

At the Cadet National Championships, competition shall be conducted under the vertical pairing format. Separation of wrestlers within the weight classes shall follow the same procedures as described for the Junior Division. The separation criteria, which differs from the Junior Division, is provided below. Wrestlers also are separated on the basis of state team affiliation, in accordance with USA Wrestling procedures listed for the Junior Division.

Level One: National Cadet Division and above All-Americans (1-8 place) or World Medallist (1-3 place) in the style.
National Champions to be separated into different pools.

Level Two: Previous and current Year Cadet Division National Champions out of style.

Level Three: Wrestlers from the same state shall be separated.

Separation Procedures for Cadet Regional Events:

At CADET TOURNAMENTS that are part of a Kids/Cadet Championship, competition for cadets may be either by the pool system, two groups for each weight class of six or more contestants, or standard round-robin, each weight class a single group; there is no seeding or separation based on past performance, but there is separation by states. Separation of athletes from the same town/cities is strongly encouraged using the process below.

For separation of states into Pools, follow the directions under Separation at Junior Regional Tournaments. If the standard round-robin is used, states should be separated within the single group as much as possible. First, take a single weight class (Cadet, 121 lbs.) and place all contestant's cards in ascending order according to each wrestler's draw number which has been drawn by the contestant at registration. Lay them in numerical order on a table. If the number of contestants between two or three wrestlers from the same state is less than a third, the lowest draw number will be moved, unless it would be necessary to move him/her to the end of the weight class (Do not move a wrestler over the top.) In that case, the higher draw number will be moved one-half the distance away for 2 wrestlers, or one-third the distance away for 3 wrestlers. His/her card is inserted at that point, with other cards remaining in order. If there are four wrestlers from the same state, they should be one-fourth apart, five wrestlers should be one-fifth apart, etc.

In the search for such conflicts, pairings are reviewed once from the top down, and each conflict resolved in turn. After the conflicts have been resolved, the wrestlers are paired for the first round.

FILA Cadet Division

For contestants age 16-17 (for 2003, born in 1986 or 1987). A wrestler 15 (born 1988) may enter with a medical certificate.

For men's competition, there are 10 weight classes (kg):

- | | |
|---------------------------|-------------------------------|
| 1. up to 92.5 lbs (39-42) | 8. up to 167.5 lbs (76) |
| 2. up to 101.25 lbs (46) | 9. up to 187.25 lbs (85) |
| 3. up to 110.0 lbs (50) | 10. up to 220.25 lbs (85-100) |
| 4. up to 119.0 lbs (54) | |
| 5. up to 127.75 lbs (58) | |
| 6. up to 138.75 lbs (63) | |
| 7. up to 152.0 lbs (69) | |

For Women's competition, there are 11 weight classes (kg):

- | | |
|----------------------------|---|
| 1. up to 83.75 lbs (36-38) | 8. up to 132.25 lbs (60) |
| 2. up to 88.0 lbs (40) | 9. up to 143.25 lbs (65) |
| 3. up to 94.75 lbs (43) | 10. up to 154.25 lbs (65-70) |
| 4. up to 101.25 lbs (46) | |
| 5. up to 108 lbs (49) | 11. up to 170.0 lbs (78) for
USAW events only. |
| 6. up to 114.5 lbs (52) | |
| 7. up to 123.25 lbs (56) | |

The National Men's and Women's Championships will be conducted under the two pool vertical bracketing system. No separation shall occur for this age level except for separation of wrestlers from the same state. Wrestlers shall be placed according to draw number within the bracket. Procedures for placement of wrestlers and byes as described under the Senior Division shall apply.

There is no team scoring.

Time and duration of weigh-ins may be modified. See weigh-in policies above.

The cross-chest cradle, West Point ride, Colorado or Iron Cross are considered illegal holds. Except by action of the Board of Directors of USA Wrestling, there are no other modifications of the FILA rules. It should be noted that the rules prohibit the full nelson and the three-quarter nelson with a leg hook.

Kids Division

USA Wrestling championships are conducted for three Kids Division age groups: Midget Division, Novice Division and Schoolboy/Schoolgirl Division. A wrestler's age for an entire season is determined by the birthday he/she celebrates during the calendar year. A participant whose 14th birthday falls on any day of 2003 is considered 14 years old.

USA Wrestling does not conduct regional competition for contestants younger than 9, but state and local programs are offered.

KIDS DIVISION RULES MODIFICATIONS

On the advice of its Sport Science Committee, USA Wrestling has adopted modifications of the international rules. The following modifications apply to competition in the 2003 season.

Age Categories

Schoolboy/girl	Wrestlers born in 1990 or 1989.
Novice	Wrestlers born in 1992 or 1991.
Midget	Wrestlers born in 1994 or 1993.
Bantam	Wrestlers born in 1996 or 1995.

Weight Classes

Schoolboy/girl	70 pounds, 75, 80, 85, 90, 95, 100, 105, 110, 115, 120, 125, 130, 140, 150, 160, and heavyweight (17 classes; heavyweights must weigh more than 160).
Novice	60 pounds, 65, 70, 75, 80, 85, 90, 95, 100, 105, 112, 120, 130, 140, and heavyweight (15 classes; heavyweights must weigh more than 140).
Midget	50 pounds, 55, 60, 65, 70, 75, 80, 87, 95, 103, 112, 120, heavyweight (13 classes; heavyweights must weigh more than 120).
Bantam	40 pounds, 45, 50, 55, 60, 65, 70, 75, heavyweight (9 classes; heavyweights must weigh more than 75).

All heavyweights must weigh in. If the difference between the lightest and heaviest contestants exceeds the allowable difference for that age group, the wrestlers must be divided into groups meeting these limitations:

Schoolboy/girl:	Maximum difference 30 pounds.
Novice:	Maximum difference 25 pounds.
Midget:	Maximum difference 20 pounds.
Bantam:	Maximum difference 15 pounds.

Event Directors should create weight classes for the heavy weights which allows for the maximum number of bouts per heavy weight class. For example: The first heavy weight class in Novice may be 152-167lbs. The first weight class does **not** have to be 165lb.

Duration of the Bout:

Freestyle and Greco-Roman

Schoolboy/ girl	2 periods of 2 minutes each (2+2), with 30 seconds rest between periods.
Novice:	2 periods of 2 minutes each (2+2), 30 seconds rest.
Midget:	2 periods, 90 seconds each (1.5 + 1.5), 30 seconds rest.
Bantam:	2 periods, 90 seconds each (1.5 + 1.5), 30 seconds rest.

Folkstyle

Schoolboy/girl	3 periods - first period. 1 minute, second and third period 1.5 minutes
Novice:	3 periods - first period. 1 minute, second and third period 1.5 minutes.
Midget:	3 periods - first, second and third period 1 minute.
Bantam:	3 periods - first, second and third period 1 minute.

Scoring

- 1 Point: As defined in the international rules, except where noted under illegal holds.
- 2 Points: As defined in the international rules.
- 3 Points: As defined in the international rules, except where noted under illegal holds.
- 5 Points: As defined in the international rules, except where noted under illegal holds.

There is no team scoring in Kids competition.

For folkstyle competition, the National Federation of State High School Associations match scoring wrestling rules will be enforced, with USAW modifications to the Kids' illegal hold rules. Other modifications may apply and are covered within these rules.

Weigh-ins

See above page 59.

Separation & Pairing

Separation Levels and Procedures for Kids National FS/GR Championships:

Level One: All-American (1-8 place) wrestlers who are returning in the same Age Division and the same style.

Level Two: Regional champions for each Age Division and each style.

Level Three: Wrestlers from the same state shall be separated.

Level One - All-Americans for each age division and each weight class are separated first. The All-American with the lowest draw number is placed in group A and cards of the remaining All-Americans are dealt alternately in order of their ascending draw numbers, starting with Group B. If there are two All-Americans from the same state, put them in opposite pools, low draw number in A Pool. If there is an odd number of All-Americans, the odd card (highest draw number) is placed aside.

Level Two - Regional champions are separated for each age division and each weight class. The regional champion with the lowest draw number is dealt to Group A and the other cards are dealt alternately as above. If there is an odd number of the regional champions, the odd card (highest draw number) is placed with the single All-American card.

If after separation of All-Americans and regional champions, there are two cards left (one All-American and one regional champion), place them in ascending draw number order. The low draw number is assigned to the A Pool, the high number is assigned to the B Pool.

If after separation of All-Americans and regional champions, there is one card left, place it in the unassigned deck.

Level Three- **Wrestlers from the same state are separated.** Place the contestants' cards from each state in ascending draw number order. Take the cards of each state separately and distribute into pools. If there is a wrestler in either pool who is an All-American or regional champion from that same state, start distributing alternately in the

opposite pool first. If no ranking within the state is designated on the card, the wrestler with the lowest draw number is placed in pool A, high draw number to Pool B, the third card returned to the unassigned deck. If there is an equal number from that state, deal to alternate pools. If there is an odd number (5 or 7), the last card, highest draw number, is placed in the unassigned deck, except for three entries as mentioned above.

After this separation has been completed, count the number in each pool. Place the unassigned deck in draw number order, lowest to highest. Both pools should have an equal number of wrestlers; therefore, the alternating deal starts in Group A. If there is not an equal number in each pool because of state adjustments, add one or more cards from the unassigned deck to make the pools equal before distributing the other unassigned cards. If there is an extra card from the unassigned deck, it will be placed in the A Pool.

Take all cards assigned to the A pool and lay them out in draw number order.

Adjustments for Level One, and Level Two: Check States. Adjustments shall be made so that neither Pool A nor Pool B will contain an unequal representation of Level wrestlers from any state, other than by one. In case a wrestler must be moved, the second wrestler placed shall be moved to the opposite pool, exchanging places with the same level wrestler from another state whose draw number is closest to his/her.

Two All-Americans should be half a pool apart, or if three All-Americans in a pool, a third of a pool apart, etc. In case a wrestler must be moved within a pool: If the Level wrestlers must be moved, the lowest draw number will be moved, unless it would be necessary to move him/her to the end of the weight class (Do not move a wrestler over the top.) In that case, the higher draw number will be moved one-half the distance away for 2 wrestlers, or one-third the distance away for 3 wrestlers. His/her card is inserted at that point, with other cards remaining in order. If there are four wrestlers at the same Level, they should be one-fourth apart, five wrestlers should be one-fifth apart, etc. If there are two Level Ones, they should be separated by one-half and Level Two's separated equidistant between them, if possible. The largest separation should be among the Level One's.

Adjustments for Level Three - Use the same instructions as listed above for state separation. In some cases separating the states is not possible because the pool is too small or there are too many from one state. If this is the situation, try to separate for two rounds, if possible. In the search for such conflicts, pairings are reviewed once from the top down, and each conflict resolved in turn. After the conflicts have been resolved, the wrestlers are paired for the first round. Repeat the above steps for separation for each pool in each age division and each weight class.

Regional Kids Championships:

Pairing formats may be selected from the following options:

- Pool system, two groups for each weight class of six or more contestants. The fifth place bout is not held unless it is appropriate to the number of awards.
- Standard round-robin, each weight class a single group.
- All Americans, from the prior year only, in all Kids Division age

groups from the Kids Folkstyle National Championships shall be appropriately separated in the brackets in order that the possibility of them meeting occurs at the furthest possible round in the winners side bracket.

Illegal Holds

A prime responsibility of Kids wrestling officials is protection of the athletes against injury. The referee should guard against the development of illegal holds, and of legal but dangerous situations.

If the referee is unable to prevent the development of a dangerous hold by warning the wrestlers, he/she should blow the whistle and stop the bout. If the hold is illegal, the offender is penalized by a caution, and a technical point is awarded to the opponent. Other FILA rules pertaining to illegal holds apply.

If a wrestler is injured by an illegal hold and is unable to continue, the wrestler at fault is disqualified (classification points 4:0).

Illegal holds in the Kids Division include:

- A full, straight-back souplesse from a rear standing position, or the straight-back salto to the head.
- Slam ... lifting and returning an opponent to the mat with unnecessary force. May be committed by a contestant in either the top or bottom position, as well as during a takedown. A wrestler who lifts his/her opponent off the mat is responsible for his/her safe return. When a contestant is returned to the mat with undue force, so the upper half of his/her body contacts the mat first, it is a slam.
- Full nelson, even when applied from the side.
- Three-quarter nelson with a leg hook.
- Cross-chest cradle, West Point ride, Colorado or Iron Cross.
- Double arm bar with sit-out (double chicken wing).
- Neck wrench ... grasping the opponent's chin and twisting the neck. Grasping the chin is not in itself a violation, but pulling and twisting is illegal and potentially dangerous and threatens injury to the vertebrae. This situation can develop quickly from attempting to neutralize a double-leg takedown, from countering a single-leg, reaching back from the down position, and in executing at least one form of fireman's carry. The neck must not be forced beyond normal limits.

Glossary

INTERNATIONAL TERMS

<i>USA Wrestling</i>	<i>FILA</i>
Announcer	Speaker
Caution	Warning or Caution
Warning	Passivity
Chief pairing master	Secretariat
Disqualification (cautions)	Disqualification
Disqualification (misconduct)	Brutality
Olympic, Open or Senior division	Senior division
Overtime	Extra Time

Paddles	Bats
Pools.....	Groups
Protest committee.....	Jury of appeal
Round-robin.....	Group finals
Scratch weight.....	No tolerance
Start sheet	Programme
Technical fall.....	Technical superiority
Order of Wrestling	Start list
Weight allowance.....	Tolerance

DEFINITIONS

Age: A wrestler's age is determined by the birthday he/she observes during the calendar year. For example, if he/she turns 15 on any day in 2003, he/she is considered 15 all year.

Amplitude: A throw lifting the opponent above the thrower's waist. Points vary for grand (high) amplitude and low amplitude.

Announcer: The person who calls wrestlers to the mat, conducts opening ceremonies and the presentation of awards, and makes any other public statements pertinent to the event.

Announcer's assistants: Persons who coordinate the flow of outgoing bout sheets to the announcer, keep track of the mats to which they go, and collect and check incoming bout sheets for the chief pairing master.

Back forcing: A term indicating that pairing "from the top down" has reached a momentary impasse, which can only be solved by backing up and trying another combination of wrestlers.

Blind draw: A drawing of lots where all positions are determined by chance, with no seeding or separation.

Bout: Competition between two wrestlers, a match.

Bout numbers: The method of showing in what order the bouts will be conducted.

Bout sheet: Form on which the judge keeps score for a bout.

Bout sheet tracking: A form that shows to which mat each bout has been assigned.

Bridge: When a wrestler supports himself on his/her head, elbows and feet to keep his/her shoulders from touching the mat.

Brutality: Unnecessary roughness, with clear intent to injure the opponent. Penalized by disqualification from the tournament.

Bye: The indication that a wrestler has no opponent in a given round.

Cadet: A wrestler in the 15-16 age group.

Call to the mat: The announcement for two wrestlers to report to a specific mat to compete.

Carry forward: When two wrestlers in the group finals already have met, the result of their previous bout is recorded as part of the group finals.

Category: The national or international ranking earned by a mat or pairing official. Also, the age group in which a wrestler competes.

Caution: The penalty against a wrestler for use of an illegal hold, fleeing a hold, fleeing the mat, or refusal to take a proper starting position. Three cautions result in disqualification.

Center: A 1-meter circle, the starting area in the center of the mat.

Also, a command to the wrestlers to return to the center.

Central wrestling area: The middle of the mat, 7 meters across, where the action should take place.

Championship round: The finals, competition between place winners from the two groups to determine final placing in the tournament.

Chief clerk: The person who coordinates the preparation of bout sheets and wall charts.

Chief mat official: The person in charge of referees for an event.

Chief medical officer: The person in charge of the medical staff for an event. His/her decision as to whether an injured athlete may continue to wrestle is final, and not subject to appeal.

Chief pairing master: The person in charge of "head table" operations of the event.

Classification points: Positive points earned by the winner of a bout, and sometimes by the loser. These points help determine the ranking of the wrestlers at the close of competition.

Clerks: Persons who prepare bout sheets and wall charts.

Clinics: Instructional meetings for mat and pairing officials concerning rules and procedures, conducted by the respective chiefs or other senior officials. Also, explanations of rules for coaches and wrestlers. Technique clinics are demonstrations of methods of attack and defense so that wrestlers and coaches may improve their skills.

Continental championships: Competition limited to nations from a given area, e.g., Pan American, European, Asian, Oceanic.

Correct hold: A well-executed throw which neither scores a takedown, nor puts the opponent in danger. It can be awarded a point for "appreciation" of the throw.

Counter: An action which stops or blocks the offensive wrestler's attack. A wrestler can score with a counter.

Crescents: Standard symbols used to mark round-robin participants (red crescents) and special bouts (black crescents).

Criteria: The list, in order, of tie-breakers.

Decision: Victory on points, by a margin of 1 to 9.

Default: A bout determined by injury to a contestant.

Disqualification: Elimination of one or both contestants from a bout with three cautions, or for misconduct. In the latter case, the wrestler(s) may be eliminated from the tournament.

Division: Age group or category in which a contestant competes.

DNWI: Standard notation that a wrestler did not attend a weigh in, or that he/she attended an event's second or third weigh-in, but was too heavy.

Domestic competition: Competition within the USA, not involving international teams.

Double bye: Term used when pairing a round requires byes for two contestants.

Draw number: Identification number for each contestant, determined by the drawing of lots, listed on the pairing chart at the left of the contestant's name.

Drawing of lots: Random selection of numbers by each contestant at registration or weigh-in depending on the age group.

Drawmaster: The person who conducts the drawing of lots.

Drug testing: Can be ordered for any contestant at any time, during

any national or international event or trials, at the request of FILA, the U.S. Olympic Committee or USA Wrestling.

Dual meet: Competition between two teams, each team entering one wrestler in a previously determined number of weights.

Elimination: Removal of a wrestler from the competition, by a second defeat, an injury, forfeit, failure to weigh in, or misconduct.

Elimination rounds: The preliminary rounds of competition, to reduce the number of contestants to three in each group and to determine additional placings as needed.

Event coordinator: A representative of USA Wrestling assigned to supervise and coordinate the total operation of an event. This person has the authority to make decisions on any controversial subject. The domestic counterpart of the FILA representative.

Event director: Chairman of the local organizing committee, host administrator for the event.

Examinations: Tests given to mat or pairing officials leading to advancement in category.

Exposure: When the defensive wrestler's back is turned toward the mat without the head or an elbow touching (hand-to-hand). Not a danger position, so it can score only one point.

Face mask: A protective cushion worn because of injury. Prohibited in international events, but permitted by USA Wrestling when prescribed by a physician or by the chief medical officer of the event.

Fall: Victory by pinning an opponent's shoulders to the mat.

FILA: Fédération Internationale des Luttes Associées, the international governing body of wrestling.

FILA Cadet: A wrestler in the 16-17 age group. A wrestler 15 may enter this division with a medical certificate.

FILA Junior World (formerly Espoir): A wrestler in the 18-20 age group. A wrestler 17 may enter this division with a medical certificate.

FILA representative: The delegate assigned to supervise all aspects of an international event.

Fleeing a hold: Openly refusing contact to prevent the opponent from initiating or executing a hold, punishable by a caution, plus a penalty point and choice of position to the opponent.

Fleeing the mat: Leaving the wrestling area to avoid the opponent's attack, punishable by a caution, plus a penalty point and choice of position to the opponent; two penalty points if fleeing occurs from a danger position.

Floor manager: The person responsible for arena equipment and personnel.

Flow chart: Document with which the chief pairing master monitors and controls the pace of the competition.

Forfeit: The result when a wrestler fails to appear for his/her bout.

Freestyle: One of the two international wrestling styles, where use of the legs is permitted.

Grriaran Trophy: An award to the wrestler who scores the most falls, in the least total time. Named for the man who originated the award.

Grand Amplitude hold: A high, sweeping throw during which the opponent is lifted completely off the mat.

Greco-Roman: One of the two international styles, where attacking the opponent's legs, and using one's own legs in an attack, is prohibited.

Group: One-half of the contestants in one weight class, a pool.

Group finals: Round-robin competition among the final three contestants in a group. Sometimes only two contestants are involved.

Gut wrench: Also called a body lock and bridge. A hold that uses the defensive man's torso to turn him to score points.

Handkerchief: Each wrestler must have one, and he/she should show it to the referee as he/she comes onto the mat.

Headgear: Ear protectors of various types. Authorized by USA Wrestling at the junior and younger levels. Optional for FILA Junior World and seniors, if there is no objection from the opponent.

Illegal hold: A hold or maneuver prohibited by the rules, punishable by a caution and one or two penalty points.

Injury time: An interruption of the bout because a wrestler is hurt. Each contestant is allowed a total of two minutes in one bout.

International styles: Freestyle and Greco-Roman.

Instantaneous fall: Not a fall, but the simultaneous touch of both shoulders by either wrestler, two points for the opponent.

Judge: One of the officials, seated across from the mat chairman and timer. The judge assists the referee, awards points and keeps score.

Junior: Internationally, a wrestler in the 18-20 age group. A wrestler 17 may enter with a medical certificate. Nationally, a high school wrestler attending grades 9, 10, 11 or 12 during the school term of the event (or immediately preceding a summer event), and must not turn 20 years old before September 1 of the year of the event, other rules apply.

Jury: The officiating team (referee, judge, mat chairman).

Jury of Appeal: The protest committee.

Kids: A division of USA Wrestling for wrestlers 14 and younger.

Kilogram: A weight of 2.2046 pounds, abbreviated "kg."

License: A document of eligibility, for wrestlers and officials.

Mandatory rest: A wrestler must be allowed at least 30 minutes after a bout before he/she can compete again.

Mat chairman: Chief of the three-man officiating team for any bout. He/she decides on the score or action when the referee and judge disagree.

Mat official: An official qualified to serve as a referee-judge.

Media coordinator: The person responsible for providing information to the press.

Medical alert: A document for communication between the medical staff and pairing staff.

Medical certificate: Written statement from a physician that a contestant is capable of competing.

Medical examination: Immediately preceding the first weigh-in, a check of each wrestler for skin infections or contagious disease.

Medical liaison: A pairing official assigned to communicate with the medical staff and to track all the medical alert forms.

Medical officer: A physician, trainer or other medical professional who treats injuries suffered by the contestants.

Modifications: Variations in the FILA rules adopted by USA Wrestling for domestic competition and applied to specific age groups.

National federation: USA Wrestling, or its equivalent in other countries, the national governing body.

National Wrestling Hall of Fame & Museum: The national museum of wrestling history, located in Stillwater, Oklahoma.

Olympic division: The 20-and-over age group. Wrestlers 18-19 are

accepted with a medical certificate, 17 for Women's Senior Level. Also called Open or Senior division.

On deck: Two wrestlers called to the mat where a bout is in progress, to prepare themselves for the next bout on the same mat.

Opponent number: A symbol on the pairing chart telling each wrestler the draw number of his/her next opponent.

Order of weights: A chart showing the order in which weight classes will be called during the session, and the number of rounds likely for each.

Outstanding wrestler: An award to the contestant chosen the most skilled competitor in the event.

Overtime (Extra Time): An extension of the bout when time elapses with the score tied, or when the leading wrestler has not scored three technical points.

Paddles: Red, white and blue scoring devices, similar to table tennis paddles, used by the judge and mat chairman to indicate their decisions.

Pairing chart: The chart upon which the pairing official records the names, draw numbers and affiliations of the contestants, their scheduled bouts and results of the competition.

Pairing master: A senior pairing official sufficiently skilled to direct tournament operations and to present clinics.

Pairing official: An official competent to pair the contestants, record the results and carry out responsibilities assigned by a pairing master.

Pairing teams: Sets of two pairing officials, working together to conduct one or more weight classes, groups or age divisions.

Par terre: When both contestants are wrestling down on the mat, literally "on the ground."

Passivity: Stalling, avoidance of combat, penalized by warnings and placement underneath in the par terre position.

Passivity zone: A 1-meter wide band inside the edge of the mat. Upon hearing "Zone!" from the referee, the wrestlers must work toward the center of the mat.

Place square: The space at the right end of each contestant's line on the pairing chart, where a number is written to denote the place earned.

Pool: Group.

Positive points: Classification points.

Preliminary rounds: Elimination rounds.

Presentation of awards: A ceremony during which wrestlers receive medals, trophies and other recognition of their achievements.

Protection area: The section of the mat that is out-of-bounds.

Protest: A formal appeal for reversal of a decision, claiming an error.

Red card: Expulsion of a coach from the rest of the tournament for unsportsmanlike behavior. Preceded by a yellow card (warning).

Red dot: A symbol on the pairing and wall charts to indicate that the wrestler wears a red singlet in his/her next bout.

Red pool: Group A, the wrestlers with odd draw numbers. In the finals, these wrestlers wear red singlets.

Referee: The official who conducts the bout on the mat, starting and stopping action with the sound of his/her whistle, and signalling his/her decisions on points, position and passivity to the judge and mat chairman.

Registration: The paperwork of entering an event, payment of entry

fees, etc.

Release: Announcement, on authority of the chief pairing master, that all the wrestlers in a weight class may leave the arena until the next session, or to attend weigh-ins.

Re-pair: To restructure the pairing for a round after a withdrawal.

Reverse bye: A bye that is taken away from the bottom man on the list and awarded to another wrestler, only done to make it possible to pair more bouts in the next round.

Reverse score: Standard notation of loss by decision. Example, 3-8.

Round: A series of bouts involving all the wrestlers in a weight class or group, once each. If there is an odd number of contestants, one of them receives a bye.

Round-robin: Group finals, competition among three wrestlers remaining in a group, each meeting the other two regardless of the outcome of a single bout.

Runner: A person who carries bout sheets between the announcer and the mats.

Scoreboard: An unofficial means of showing the score of a bout to the spectators.

Seeding: Pre-tournament ranking of contestants by past achievement, so that they may be separated in the draw.

Senior: Another name for the Olympic or Open division, ages 20-up.

Separation: A planned procedure for placing contestants in different areas of the pairing chart, based on seeding, club or state affiliation, or a combination of these factors.

Session: A time period which spans one or more rounds of competition. Example, afternoon session.

Setup (floor): Preparation for the event, laying out and cleaning mats, arrangement of tables and chairs, head table, scales, etc.

Setup (pairing): Preparation of pairing charts, wall charts, bout sheets and other paperwork necessary to start the competition.

Single round-robin: An event where each weight is conducted as one group, and the round-robin determines the final placing.

Singlet: A one-piece uniform worn by the wrestler.

Singlet colors: For each bout, one wrestler is instructed to wear a red singlet, the other a blue singlet.

Slam: Throwing an opponent down with unnecessary force, without accompanying him to the mat. May be considered brutality. A slam is illegal in Kids competition.

Slipped throw: An unsuccessful attempted throw from standing or par terre. Also can apply to a gut wrench.

Special bout: A bout required to break a tie between two beaten wrestlers who have not yet wrestled each other.

Standard notations: A series of recording practices used and recognized on wrestling forms and charts nationwide.

Start sheet: A document assigning a series of bouts to specific mats. Seldom used in the USA, except for international events.

Team leader: The top-ranked delegate of a team.

Team scoring: The ranking of clubs, states or other teams according to points awarded for the success of their wrestlers.

Technical fall: A slang term for victory by technical superiority.

Technical points: Points scored by the wrestlers for actions and holds during a bout. Penalty points also are technical points.

Technical superiority: A victory on points, by a margin of 10 or more. The bout is stopped as soon as significant action ceases.

Time bout ended: The time of day, recorded on the bout sheet so that the mandatory rest period can be determined.

Time of bout: The actual elapsed time of competition. The time of a fall or technical superiority would be less than five minutes. The time of a decision would be 5:00, and overtime bout could be shown as 5:17.

Timer: The person who operates the clock for a bout.

Touche: French word for fall. The referee pronounces this word to "count" the time for a fall, about one-half second.

Total wrestling: The concept that both wrestlers must give maximum effort at all times.

Tournament operations: All the phases of planning and conducting a competitive event.

Universal wrestling: Use of a wide range of techniques and holds.

University: USA Wrestling division for wrestlers ages 18-24 and whose class has graduated from high school.

USA Wrestling: The national governing body and the sport's delegate to the U.S. Olympic Committee and to FILA.

USWOA: U.S. Wrestling Officials Association, the national organization of mat and pairing officials.

Wall charts: Large posters, duplicates of the pairing charts, maintained for the information of wrestlers, coaches and spectators.

Weigh-in: A preliminary to competition, where the wrestler steps on the scale to certify that his/her weight does not exceed the limit for the class in which he/she is entered.

Weigh-in card: A card bearing the wrestler's name, weight class and other information, which serves as the link among registration, weigh-in, drawing of lots and pairing.

Weighmaster: The person who directs the weigh-in.

Weight classes: Divisions in pounds or kilograms, whereby wrestlers are grouped by size for competition.

Work sheet: A "trial" document used by the pairing official for calculations before making entries on the pairing chart.

World Cup: Annual dual meet competition among teams from different continents.

Yellow card: A warning given by the officials to a coach whose behavior is unsportsmanlike.

COUNTRY CODES

In international competition, the countries are identified by three-letter codes, used on all pairing, results and programmes (not complete).

Afghanistan	AFG	Great Britain	GBR	Niger	NIG
Albania	ALB	Greece	GRE	Nigeria	NGR
Algeria	ALG	Guatemala	GUA	North Korea	PRK
Angola	ANG	Guam	GUM	Norway	NOR
Amer. Samoa	ASA	Guinea	GUI	Pakistan	PAK
Argentina	ARG	Guinea-Bissau	GBI	Palestine	PLE
Armenia	ARM	Honduras	HON	Panama	PAN
Australia	AUS	Hungary	HUN	Peru	PER
Austria	AUT	Iceland	ISL	Philippines	PHI
Azerbaijan	AZE	India	IND	Poland	POL
Bangladesh	BAN	Indonesia	INA	Portugal	POR
Belarus	BLR	Iraq	IRQ	Puerto Rico	PUR
Belgium	BEL	Iran	IRI	Romania	ROM
Benin	BEN	Ireland	IRL	Russia	RUS
Bolivia	BOL	Israel	ISR	San Marino	SMR
Bosnia-Herzeg.	BIH	Italy	ITA	Saudi Arabia	KSA
Brazil	BRA	Ivory Coast	CIV	Senegal	SEN
Burkina-Faso	BUR	Japan	JPN	Slovak Rep.	SVK
Bulgaria	BUL	Jordan	JOR	Slovenia	SLO
Cameroon	CMR	Kampuchea	KAM	Somalia	SOM
Canada	CAN	Kazakhstan	KAZ	South Africa	RSA
		Kenya	KEN	Spain	ESP
Gen. African Rep.	CAF	Kirghizistan	KGZ	Sri Lanka	SRI
Chad	CHA	Korea	KOR	Sudan	SUD
Chile	CHI	Latvia	LAT	Sweden	SWE
PR of China	CHN	Lebanon	LIB	Switzerland	SUI
Colombia	COL	Lithuania	LTU	Syria	SYR
Congo	CGO	Luxembourg	LUX	Tadjikistan	TJK
Costa Rico	CRC	Macedonia	MKD	Taiwan	TPE
Croatia	CRO	Madagascar	MAD	Tanzania	TAN
Cuba	CUB	Mali	MLI	Thailand	THA
Cyprus	CYP	Malta	MLT	Tunisia	TUN
Czech Republic	CZE	Mauritania	MTN	Turkey	TUR
Denmark	DEN	Mauritius	MRI	Turkmenistan	TKM
Dominican Rep.	DOM	Mexico	MEX	Ukraine	UKR
Ecuador	ECU	Moldova	MDA	United States	USA
Egypt	EGY	Mongolia	MGL	Uruguay	URU
El Salvador	ESA	Morocco	MAR	Uzbekistan	UZB
Estonia	EST	Namibia	NAM	Venezuela	VEN
Finland	FIN	Nauru	NAU	Vietnam	VIE
France	FRA	Nepal	NEP	Virgin Islands	ISV
Gambia	GAM	Netherlands	NED	Western Samoa	SAM
Georgia	GEO	New Zealand	NZL	Yemen	YEM
Germany	GER	Nicaragua	NCA	Yugoslavia	YUG
Malaysia	MAS	Aaru	NAU	Zaire	ZAI
Palau	PAL	Paraguay	PAR	Solomon Is.	SOL
FS of Micronesia	FSM	Qatar	Qat	Suriname	SUR
Netherl. Antilles	AHO	Aruba	ARU	Albania	ALB

A Guide to Pairing

In the international styles of wrestling, the system of matching the contestants, recording results and determining the course of the competition is a deployment of numbers known as pairing.

At the outset of a tournament, each contestant draws a number, or one is assigned to him. If any consideration is given to a wrestler's past achievements, or to his/her state or club affiliation, it is done at this point. Once competition has begun, the pairing formula matches contestants only by their draw numbers, and there is no further attention to the identity of the wrestlers, or their level of success.

During the 1990s, as FILA introduced the concepts of total wrestling, massive changes occurred in the rules and philosophy of the sport, bringing major improvements in tournament procedures. The rules now provide a true championship final in each weight class in contrast with earlier procedures.

Changes have continued into the new century and FILA continues experimenting with forms of line bracketing as an alternative to the vertical pairing format in use for nearly half a century.

Modifications

FILA conducts age group events, but has only a few special rules for youth competition. USA Wrestling, on the advice of its sport committees and sport science staff, has adopted modifications to the FILA rules for specific age groups or levels of competition in this country. USA Wrestling applies modifications to age limits, weight classes, drawing of lots, pairing procedures, separation of contestants, use of the pool system, and on-the-mat competitive rules.

For 2003, FILA has maintained a pool system followed by direct elimination format for all of its championships, with double elimination for the gold and silver medals and consolations for third and fourth. All places below fifth are, in general, determined by classification points. USA Wrestling does not plan to use this format for its domestic events.

USA Wrestling national championships in the Senior, University and FILA Junior World Divisions will be conducted under a double eliminations format long used in this country by many sports, except Uiveristy Women and Junior World Divisions. The two undefeated wrestlers compete for first and second places, but until a wrestler has been beaten twice, he remains in contention for the bronze. The double elimination format also will be employed for USA World Team Trials in all age categories.

USA Wrestling will continue to conduct its Junior Nationals and Cadet Nationals, with their huge entry totals, under the vertical pairing format.

DOUBLE ELIMINATION BRACKETING

Double elimination, with seeding and separation of wrestlers of proven skills, is an alternative to the vertical pairing method, and to FILA's two bout elimination process.

Double elimination guarantees at least two bouts for each contestant. However, a wrestler who loses before reaching the finals can place no higher than third, so half of all the bouts are among contestants who are no longer in the gold medal race. This format's original attraction for wrestling was its emphasis on participation, particularly for athletes not of championship caliber.

The number of bouts in a double elimination bracket is about the same as the number of bouts for a vertical pairing chart.

Any double elimination procedure offers the possibility of a rematch of wrestlers who have met in an early round. Each bracket is developed to delay the possibility of rematches as long as possible.

A 64-man bracket contains two more rounds than a 32-man bracket, which in turn contains two more rounds than a 16. The first order of business is to reduce all brackets to the same level. When the event reaches the quarter finals, all weight classes should have the same number of contestants, and the same number of bouts.

Setup Procedures

1. Carefully count the number of entries in each weight class; determine size of bracket to use - 8, 16, 32, or 64 bracket.
2. Determine the number of byes and place the byes on the proper lines, using the chart at the top of page 87. The byes can be written on the bracket as soon as we know the total number of entries in any weight class.
3. Make up post-it notes indicating 1st, 2nd, 3rd, and 4th quarters, AND "Upper" and "Lower" half brackets (six post-its total). Arrange post-its on work table.
4. Pull weigh-in cards of seeded wrestlers; place in the appropriate quarter as indicated on the chart on page 87. (Example: Place weigh-in card of #1 seed under the 1st quarter post-it, #2 seed under 3rd quarter post-it, etc., until all seeds have been placed.
5. Separate and stack all remaining cards by club/team.
6. Check to see if any seeded wrestler is a member of a club or team from #5 above. All non team member weigh-in cards may be placed in an unassigned deck of weigh-in cards.
7. You now have cards of wrestlers from the same teams or clubs of seeded wrestlers. The seeds remain in their assigned quarter brackets. Club or teammates are distributed in the bracket according to: (Place cards under appropriate post-it note.)

Two Contestants:

If one is seeded, his/her teammate is assigned to the other half of the bracket. Place card under half bracket post-it.

Three Contestants

a. If one is seeded, both of the remaining club members are assigned to the half bracket away from their seeded teammate, in opposing quarters, low draw number first. Place cards under appropriate post-it. (Quarter post-it)

b. If two are seeded and separated, the remaining member is assigned to the lowest numbered quarter-bracket away from a teammate.

c. If two are seeded, but in the same half, the remaining club member's card is assigned to the opposite half. Place card under that half bracket post-it note.

Four Contestants

a. If one is seeded, the remaining club members are assigned alternately, starting with the low draw number in the first quarter in the half opposite the seeded club member, until there is one club member in each quarter-bracket. The fourth member (highest draw number) will be assigned the quarter bracket away from his/her seeded teammate, but in same half bracket.

b. If two are seeded and separated, the remaining members with the lowest draw number is assigned to the upper half and highest draw number to the lower half, in quarter-brackets away from their teammates.

c. If two are seeded, but in the same half, the two remaining members with the lowest and highest draw numbers are placed in the opposite half, in opposing quarter-brackets, low draw number first available quarter.

Five or More Contestants

a. For five only: Follow procedures above for four. The remaining member will be placed in the unassigned deck. Keep record of all clubs/teams with five or more contestants.

b. For Five and Six: Follow procedures for four above. The lowest draw number (#5 contestant) is assigned to the "Upper" half bracket, and the highest draw number (#6 contestant) is assigned to the "Lower" half bracket.

c. For Five to Seven or more: Follow procedures above for four. Five, six, seven, eight, etc. from same team/club, place in draw number order, lowest to highest. Distribute as follows: Five in 1st quarter, six in 3rd quarter, seven 2nd quarter, eight in 4th quarter, nine in first quarter, etc.

8. To separate club/team members with more than one contestant, **but no seeds**, follow these procedures: (Place cards under appropriate post-it note.)

Two Contestants

The club/team member with the lower draw number is assigned to the upper half of the bracket and his/her teammate to the lower half. Place cards under those notes.

Three Contestants

The club member with the low draw number of the three is assigned to the upper half, the high draw number to the lower half, and the other returned to the unassigned deck.

Four Contestants

Place the four contestants in draw number order, lowest to highest, and assign to quarter brackets. Lowest draw number to 1st quarter, next draw number to 2nd quarter, etc.

Five or More Contestants

a. Follow procedures above for "Four Contestants".

b. Refer to a., b and c. from "Five or More Contestants" under #7 above.

9. Note how many weigh-in cards are under each quarter post-it note and how many byes are written in for the quarter.
10. Arrange unassigned weigh-in cards in draw number order, lowest to highest.
11. Count number of cards under Upper half post-it and mathematically add number of cards under 1st and 2nd quarter post-its and number of byes written in on upper half of bracket; subtract this number from the number of lines for the upper half bracket to determine the number of cards to be taken from the unassigned cards to fill the upper half bracket. Select that number of cards from the unassigned cards and place with the cards under the Upper half post-it note and place in draw number order, lowest to highest.

12. Now, take the previously assigned 1st quarter cards and add the necessary number of Upper half cards from #11 above to fill first quarter. Put all these cards in draw number order, lowest to highest, and place in order on work table.
13. The remaining cards under the Upper half post-it should fill the 2nd quarter. Put these cards and the previously assigned cards to the 2nd quarter in draw number order, lowest to highest, and place on work table.
14. Repeat procedures #11-#13 for lower half of bracket.

Movements of Club/Teammates

15. Check each quarter bracket to see if there are teammates within same quarter.
16. If there are two wrestlers from same club/team in the same 1/8 or 1/16 within a quarter bracket, move the lower draw number to a different upper 1/8 or 1/16 within that quarter bracket. If the lower draw number cannot be moved up, move the higher draw number down within that quarter bracket.
17. If there are two seeds in the same 1/8 or 1/16 within a quarter bracket, move the lower draw number to a different upper 1/8 or 1/16 within that quarter bracket. If the lower draw number cannot be moved up, move the higher draw number down within that quarter bracket.
18. Viewing the actual bracket sheet to be used for the weight class, number the weigh-in cards, giving each the number of the line where that name will be placed. Be sure to skip line numbers where "byes" have been assigned.
19. On the numbered bracket sheet, write name of contestant and club/team affiliation. Club seed is optional.
20. On your flow chart, number all the bouts in the tournament, then plan mats and sessions. Post the order of weights and show what rounds and what bouts will be wrestled in each weight class during the entire session.

Total bouts can be determined by using the following formulas:

For the whole tournament, eight places: Entries minus the number of weights, then doubled, equals the total number of bouts.

For one weight, eight places: Entries minus 1, doubled = bouts.

Note that both totals, because they are doubles, must be even numbers. You may have an odd number of bouts in one round, but if they don't even up quickly, look for a mistake.

Keep all bout numbers on the flow chart to maintain the proper order of championship and consolation rounds. When championship losers are to meet consolation winners in the same session, it is important to run both sides of the bracket at the same time, to equalize rest periods. The flow chart is designed to get all brackets down to the same number of rounds by the quarter finals.

Number every bout in the tournament in red on the brackets and wall charts. The wrestler on the top line always wears red.

Mark the seeds, in black, at the left of the wrestlers' names.

① Bruce Baumgartner, NYAC, or

1--Bruce Baumgartner, NYAC

Number each wrestler in each weight class one through the number of wrestlers entered. Carry the number with the wrestler's name when recording, particularly in the consolation rounds. It is easier to track his/her name when writing bout sheets. It also prevents mistakes if two wrestlers have the same last name.

Write the result, in black, under the winner's name as he advances to the left or right.

One of the drawbacks of double elimination bracketing is that it is extremely difficult to "pig-tail" an extra (17th, 33rd or 65th) entry into the bracket, because you have to "pig-tail" in two additional rounds. The cross-bracketing is quite complicated, as is the process of squeezing two extra "rounds" into the flow chart.

The best solution is to use the next larger bracket and lots of byes.

USA Wrestling now has double elimination brackets all the way to 128.

Rule for cross-bracketing in the Consolation Semi-Finals round. For any 8, 32 or 128 person bracket, the losers of the Championship Semi-Finals cross bracket into the Consolation Semi-Final round. For any 16 or 64 person brackets, the losers of the Championship Semi-Finals drop straight back to the Consolation Semi-Final bout in their same half of the bracket.

WHERE TO PLACE THE BYES

64 Brackets				32 Bracket		16 Bracket	
Bye	Line	Bye	Line	Bye	Line	Bye	Line
1	64	17	62	1	32	1	16
2	32	18	30	2	16	2	8
3	48	19	46	3	24	3	12
4	16	20	14	4	8	4	4
5	56	21	54	5	28	5	14
6	24	22	22	6	12	6	6
7	40	23	38	7	20	7	10
8	8	24	6	8	4		
9	60	25	58	9	30		
10	28	26	26	10	14		
11	44	27	42	11	22	8 Brackets	
12	12	28	10	12	6	Bye	Line
13	52	29	50	13	26	1	8
14	20	30	18	14	10	2	4
15	36	31	34	15	18	3	6
16	4						

PLACEMENT OF SEEDED WRESTLERS

For any size bracket

- No. 1 seed is placed in the 1st quarter
- No. 2 seed is placed in line in the 3rd quarter
- No. 3 seed is placed in in the 4th quarter
- No. 4 seed is placed in in the 2nd quarter

For brackets of 13 to 32 entries

First: If wrestlers are seeded 5 through 8, and or 9, 10, 11 or 12, place them in their designated quarter; Second: Place all cards in the quarter in numerical order (lowest to highest); Third: Then check to see how they fall according to draw number in their specific quarter. Separate seeds, if necessary)

- No. 5 (2nd Q) must eventually be in the eighth opposite No. 4.
- No. 6 (4th Q) must eventually be in the eighth opposite No. 3.
- No. 7 (3rd Q) must eventually be in the eighth opposite No. 2.
- No. 8 (1st Q) must eventually be in the eighth opposite No. 1.

For brackets of 33 to 64

- No. 9 (1st Q) must eventually be in the 16th opposite No. 8.
- No. 10 (3rd Q) must eventually be in the 16th opposite No. 7.
- No. 11 (4th Q) must eventually be in the 16th opposite No. 6.
- No. 12 (2nd Q) must eventually be in the 16th opposite No. 5.
- No. 13 (2nd Q) must eventually be in the 16th opposite No. 4.
- No. 14 (4th Q) must eventually be in the 16th opposite No. 3.
- No. 15 (3rd Q) must eventually be in the 16th opposite No. 2.
- No. 16 (1st Q) must eventually be in the 16th opposite No. 1.

THE FLOW CHART

Just as it is in vertical pairing tournaments, the Flow Chart is the Chief Pairing Master's most valuable tool for double elimination events. Tournament operations procedures and personnel described in detail on pages 111-118 also are appropriate in bracketed events.

The principal drawback of the double elimination tournament is that setup procedures are more difficult and take a lot more time. This puts more pressure on the man or woman with the clipboard.

The principal advantage is that Americans in all sports are more familiar with brackets than any other form of pairing. It's easy to determine the next opponent if you win, or if you lose. The wrestler on the top line always wears red. And every bout of the tournament can be numbered before the first bout is wrestled. That's a big help in planning the session and the use of mats.

After the number of entries in each weight class has been counted carefully, enter the data on the flow chart. Add up the total entries and calculate the total number of bouts. Put the pairing teams to work placing the byes and drawing open lines for the seeds, according to the charts on page 87.

The Chief Pairing Master should assign a senior assistant or two to supervise these tasks and to help the pairing teams move on to separation by clubs, drawing lines for those separated, then filling in the blank lines with all the other wrestlers.

The Chief must concentrate on the Flow Chart and get everything right the first time. The two major uses of the Flow Chart are:

1. To schedule the larger weight classes first, until all weights reach the same number of contestants, and
2. To schedule championship and consolation rounds together when wrestlers from both meet each other in the next round.

Referring to the chart on page 89, write the number of bouts in each weight of the 64-brackets in the upper left-hand corner of the appropriate squares in the I column.

In the II column, write the number of championship bouts in the upper left-hand corner. The 32-brackets start here, so write the number of bouts in the upper left (there are no consolations yet).

In the III column, the only bouts are in the 64-brackets, all consolations, so they go in the lower right corner of each square.

Continue into the IV column, bringing in the first bouts from the 16 brackets, and on to the V column. Weight classes from the 64-brackets now will have the full set of bouts, 8+8c in IV and 8c in V.

Continue to fill in the squares for every round, right on through the finals. You already have calculated the number of bouts in the entire tournament. As a further check, calculate the number of bouts in each weight. Add each weight across the chart. All the totals should be even numbers. Add those totals and the figure should match your original calculation of total bouts for the tournament.

Add each column for a further check of your bout numbers. Number every bout in every round. A last-minute addition must replace the last bye. (In the chart on page 87, a 26th entry would go on line 20.) Remember the method of inserting bouts such as "81-A" and the notation "no bout 70" explained on page 120-121.

Now decide how many bouts and mats you need each session.

Give the media coordinator a copy of your completed flow chart. He will be able to label the proper results "first round, second round, first round consolation," etc., even though the weight class may not start until II, IV or even VI on your flow chart.

THE VERTICAL PAIRING FORMAT

To establish a true championship bout, without the possibility that two wrestlers will meet twice in the same tournament, the vertical pairing format calls for a "pool" system, whereby each weight class is divided into two groups.

Each pool, or group, is carried to a round-robin conclusion, called "group finals." Place winners from the two groups then are paired in bouts to determine final placing in the event. The winner of the two groups compete for the championship, the loser placing second. The runners-up compete for third and fourth, etc.

During the preliminary rounds leading to the group finals, a wrestler is eliminated only by two defeats (or by injury, forfeit or certain types of disqualification). The *margin* of victory or defeat does not affect the progress of the competition. Classification points earned by the wrestlers come into play only as tie-breakers.

WEIGH-INS

FILA rules call for a single weigh-in for the whole tournament, the night before competition begins, for 30 minutes. USA Wrestling reserves the right to set the time and duration of weigh-ins for all domestic competition and, for age-group events, to conduct second and subsequent weigh-ins, and permit a daily tolerance. Generally, second weigh-ins will be for 60 or 30 minutes the next morning prior to competition.

The Weigh-in Card

At international events, where numbers are small and each country's entries are known well in advance, a weigh-in chart is posted near the scale, easily visible to all wrestlers and coaches. The chart lists each wrestler and his/her country code (JPN, CUB, USA, etc.) When the wrestler weighs in and draws his/her number, it is posted beside his/her name and country code for all to see.

In the large tournaments of the USA, use of the weigh-in card speeds paperwork. Each contestant is given a weigh-in card at registration. He fills it out, including the weight class he/she intends to wrestle, has his/her draw number indicated on the card and will then takes it to the weigh-in area at the appropriate time. Each contestant shall have a draw number, which will be recorded at registration, and written on his/her weigh-in card. This process will be supervised by a drawmaster, or designee. Each athlete shall then submit to a medical check. The athlete will then be directed by the weighmaster to approach the scale and weigh-in. If he/she makes the listed weight, the weighmaster at the scale marks the card. If the wrestler fails to make weight, the weigh-in card is **not** to be returned to him/her until he/she does, or until he/she changes to another weight and completes the procedure. This is the standard operation for entering the tournament. At the close of weigh-in, all cards are delivered to the chief pairing master.

The processed weigh-in card is the link between the registration desk and the pairing staff.

For second and third weigh-ins, either the cards are returned to the wrestlers remaining in the tournament, or the weighmaster is provided a list of those eligible to weigh in.

DRAWING OF LOTS

(In general and does not apply to all age groups)

Each wrestler draws a number at time of registration which is recorded on the weigh-in card. For the Senior Division and Kids Division Regional Championship events drawing of numbers occurs prior to medical check and prior to approaching the scale. The names in each weight class are listed in numerical order, from the smallest number to the largest.

(If weigh-in cards are used, the cards are arranged in numerical order)

The contestants then are renumbered consecutively, filling in any gaps. In this example, 13 wrestlers are entered, but only 11 weigh in.

EXAMPLE

Allen draws No. 4	Because two wrestlers	1 Evans staysNo. 1
Brown3	failed to weigh in, two	2 Harris 2
Casey9	numbers were not	3 Brown 3
Davis7	drawn, in this case	4 Allen 4
Evans1	No. 6 and No. 11.	5 Lemon 5
Fisher10		7 Davis becomes 6
Green12		8 Jones becomes 7
Harris2	The wrestlers are listed	9 Casey becomes 8
Jones 8	in numerical order	10 Fisher becomes 9
Knight13	then are renumbered	12 Green becomes . . .10
Lemon5	consecutively	13 Knight becomes . . .11

Once the assigned numbers are continuous, the wrestlers with odd numbers are placed, in order, in Group A, sometimes called the "red" pool. The wrestlers with even numbers are placed in Group B, the "blue" pool. If the total does not divide equally, the odd man always goes in Group A. Competition within the groups now is conducted as two separate, round-robin tournaments.

Group A	Group B
1 Evans	2 Harris
3 Brown	4 Allen
5 Lemon	6 Davis
7 Jones	8 Casey
9 Fisher	10 Green
11 Knight	

For absolute security in the draw, there should be more numbers to be drawn than there are wrestlers to draw. This extends the element of chance to every wrestler, even to the last one, and acts as a safeguard against cheating, as when there maybe an to draw a "favorable" number away from certain opponents.

A big batch of numbers, well mixed, can be divided up at random at the draw number table. An athlete drawn to No. of 22 won't know whether it is high, low, odd or even until all contestants have had numbers drawn will be listed in order.

When the draw for each weight is completed, and pairing are established for the first round, each contestant has a permanent number for the entire competition. The number will not change.

To identify the contestants for spectators, each wrestler should have his/her own unique number. In the first weight, 101, 102, 103, etc., the second weight, 201, 202, 203, etc., the third weight, 301, 302, 303, etc.

You are not limited to three digits. You may use 1101, 1102...1201, 1202...and 1301, 1302, etc.

Contestants thus can be identified on a printed program, and on outside scoreboards. In the pool system, contestants 101, 103, 105, etc., are in Group A, and 102, 104, 106, etc., in Group B of the same weight class. These numbers are entered on the pairing chart at the left of the contestants' names. It is not necessary to repeat the full number all the way across. Contestants may be paired 1 vs. 3, 5 vs. 7, etc.

Seeding and Separation

In the USA, across a wide range of sports, it is customary to separate contestants of known ability, and to separate members of the same team, or representatives of the same locality. This is easy with the pool system, simply by ensuring that wrestlers with superior records (or those from the same area) fall into opposite groups.

The concept of seeding and separation often undermines the philosophy of chance, and allows individual judgment to override "luck of the draw." Sometimes individual judgment is heavily biased. For its national championships, USA Wrestling has adopted specific procedures for the drawing of lots and the separation of contestants.

At the Senior Division nationals, where the achievements of world class athletes are well established, the top contestants are seeded and separated by an assigned committee. Even so, the numbers they draw at weigh-in are used to place them on the pairing charts. In other age groups, where comparative skills are difficult to measure, separation generally is by club or state affiliation.

These procedures can be adopted to regional, state or local events to a limited degree. It is important, however, to maintain the element of chance, using numbers actually drawn by or for the contestants prior to or at weigh-in, depending on the event. To separate two contestants, place the lower draw number of the two in Group A, the higher in Group B. For three contestants, place the lowest draw number in A, the highest in B, the other back in the unassigned deck. For four, deal alternately by number to A and B; for five, seven, nine, eleven contestants deal alternately by number to A and B, but place the last odd number in the unassigned deck. When all separations have been made, sort the remaining cards in numerical order and deal them alternately to Groups A and B. Then sort each pool in ascending order.

It also is possible to separate contestants within a group. But don't overdo the "seeding." It is difficult to document the abilities of contestants from different areas. Leave quite a bit to luck of the draw.

It is established policy of USA Wrestling that representatives of the states, clubs and/or individual athletes may attend tournament setup sessions as observers. But credentials should be checked at the door, and attendance limited to those with legitimate interests.

To Pool or Not to Pool

The only purpose of the pool system is to present championship finals in each weight class, as well as bouts for other places. The weakness of the single round-robin tournament is that the best two wrestlers often meet in an early round, and there is no "final" bout for the spectators, for television cameras or for newsmen.

In many tournaments at the local level and those for younger

contestants, true "finals" are not as important as steady progress of the competition. In such events, it doesn't make sense to keep half a dozen kids in one weight class sitting around for hours, miles away from home, while 40 kids in another weight wrestle down to finals.

The pool system is not required at all USA Wrestling sanctioned events. Local organizers may decide on a single round-robin format, and awards can be presented as they are earned. Procedures for regional and national events are set by the national office.

The pool system is employed only when there are six or more contestants. Some weights may be pooled and others not pooled in the same event, based on the number of entries.

PAIRING PROCEDURES

Except for unusual variations which sometimes arise late in a tournament, the principle of international pairing is simple. Contestants are listed in numerical order on the pairing chart. The basic concept is that the top man is paired with the first man below him/her whom he/she has not met. Each group is a separate competition, and is paired and recorded as though it were a separate weight class.

When there is an odd number of contestants, the wrestler on the bottom of the list receives a bye (does not wrestle) in that round, then becomes first on the list for the next round. This does not mean that you pair upward from the bottom--it means that No. 11, after receiving a bye, actually is listed above No. 1 for the next round and for the rest of the tournament.

The Work Sheet

USA Wrestling has developed forms for tournament operations, including a work sheet on which the pairing official can plot the next round before entering data on his/her pairing chart. When "moving a wrestler to the top," the numbers are manipulated on the work sheet, so that the original pairing chart need not be altered. If you've ever turned a pairing chart over to write on the back, or have picked up a blank bout sheet to plan the next round, the work sheet is what you need. Do the work sheet in pencil, the pairing chart in ink.

From the Top Down

The concept of pairing is to work down from the top of the list. Variations arise because the same two wrestlers do not meet twice in one tournament.

Whether you use pools (1, 3, 5, etc. ... 2, 4, 6, etc.) or a single round-robin (1, 2, 3, 4, 5, etc.), the procedures are the same. For the illustration, we will pair a single round-robin. Once the wrestlers are numbered and listed in order from the top to the bottom of the chart you are ready to pair the first round. It's always the same, and easy: 1 vs. 2, 3 vs. 4, 5 vs. 6, etc. If there is an even number everybody wrestles in the first round. If there is an odd number, the last athlete receives a bye and advances with no classification points.

The second round has two possibilities, one if we started with an odd number of wrestlers, another if we started with an even number.

Odd Number

If there are 11 wrestlers in the first round (or any odd number), start the

second round list of numbers on your work sheet with the wrestler who drew the bye. Pair the second round, from the top: 11 vs. 1, 2 vs. 3, 4 vs. 5, etc. No. 10 receives a bye in the second round. Then he/she becomes top on the list for the third round, right above No. 11. No. 11 is up there to stay, until he/she is eliminated. He/she does not drop back to the bottom when No. 10 moves up. In fact, the third round starts 10 vs. 11, because they are atop the list and they haven't met.

Even Number

If there are 10 or 12 (or any even number) of contestants in the first round, there is no bye, no one is moved up and No. 1 remains at the

top of the list. On the work sheet, pair from the top. No. 1 can't meet No. 2 (again), so he/she is paired with No. 3. Then No. 2 is paired with the next available wrestler, No. 4, and so on. If the number of wrestlers is exactly divisible by four, the whole second round works out smoothly (1-3, 2-4, 5-7, 6-8 . . . 13-15, 14-16). If the total is not divisible by four, we encounter the first variation.

Back Forcing

Suppose you have six contestants, an even number not divisible by four. No. 1 meets No. 3. No. 2 hasn't met No. 4, so that appears OK, but wait ... No. 5 then would be paired with No. 6, and they have met. So we turn to a variation called "back forcing." That means you have reached an impasse, and you must back up a notch to solve.

Leave No. 1 vs. No. 3 alone. Since you cannot pair No. 2 against No. 4 this round, try the next wrestler down the list and pair No. 2 against No. 5 that leaves No. 4 against No. 6, and it works, so you have the next round. In most cases, back forcing will change *only* the last bout you paired. Back forcing is applied to the "even" example which follows:

Even		Rd 1	Rd 2	Odd		Rd 1	Rd 2
				5	Green NY		
1	Evans	MO		1	Harris	VA	
2	Brown	NJ		2	Allen	CO	
3	Lemon	CA		3	Davis	TN	
4	Jones	NC		4	Casey	MI	bye
5	Fisher	KS		5	Green	NY	bye
6	Knight	WA					

Back forcing, of course, does not apply to the first round, but it may be needed in any other round, even one where there is an odd number of wrestlers and the bottom man on the list has a bye. Back forcing is not "pairing up from the bottom." Back forcing is a signal to back up until you solve the problem. Always pair from the top down.

Sometimes, near the end of a long list and in later rounds, back forcing is not quite as simple.

For example, the last four contestants on the list are Nos. 11, 14, 15, 16. Everything pairs smoothly to that point, and No. 11 hasn't met any of them. You try 11-14, but 15 and 16 have met. You try 11-15, but 14 and 16 also have met. You try 11-16 and 14-15. If that works, you have the pairing.

Another variation is more complicated, but rare. In the previous example, suppose none of those combinations for the last four wrestlers will work. Now you are "back forced" one more step up the ladder. Break up your last good pairing, so that you now have six wrestlers to

pair. Say, that was 7-10. Now you have 7, 10, 11, 14, 15 and 16. Try the 7-11 combinations. No luck? Try the 7-14 combinations. You may wind up with something like 7-14, 10-15, 11-16.

You'll encounter a few more variations from time to time. Keep your Guide handy for reference. Use the work sheet and plan ahead, watching for potential problems and solutions.

The Double Bye

On rare occasions, when there are few wrestlers remaining in a weight class (usually four), there may have been so many bouts among them that it is impossible to pair all the wrestlers. You may have to award two byes in one round and wrestle only one bout. That one, as always, is paired from the top of the list.

For example, the only wrestlers left are Nos. 1, 6, 7 and 8, in order, and No. 6 has met all three opponents. Obviously, No. 6 must have a bye. From the top, No. 1 is paired with No. 7. that gives No. 8 a bye, too. For the next round both byes move up. If all four wrestlers remain, the proper order is 6-8-1-7. A double bye often is followed by another in the next round.

The Reverse Bye

The bottom wrestler of an odd-number list must receive the bye, unless that makes it impossible to pair the other contestants, or a larger number of bouts can be paired if the bye is withdrawn. Only then does the bottom man lose his/her right to the bye.

Say you have five wrestlers, and a situation develops as it did in the previous paragraph. Don't give three byes in one round. Take the bye away from No. 9 and assign it to No. 8. That may solve the problem. If not, try No. 7 and move the bye up the list until you are able to pair the wrestlers. This is another form of "back forcing." Whoever receives this reverse bye moves to the top of the list for the next round, while No. 9 remains at the bottom. This situation is extremely rare.

Other Policies Regarding Pairing

For events in which weigh-ins occur 2 hours prior to competition and the brackets are drawn well in advance the following procedures have been adopted:

1. If after the weigh-in, due to no shows and/or failure to make weight, the number of competitors in a weight is less than 6, the weight classes shall be repaired using one pool.

2. If after the weigh-in, due to no shows and/or failure to make weight, one pool in a weight class has only 2 competitors or less the weight class shall be repaired to evenly distribute the competitors using the draw numbers of the remaining competitors.

3. If after the weigh-in, due to no shows and/or failure to make weight, one of two pools in a weight class will wrestle two or more rounds based on the formulas the weight class shall be paired to evenly distribute the competitors based on draw number.

RECORDING

Each round, the pairing official records on his/her chart the pairing, the bout numbers and the opponents' numbers. Singlet colors are indicated by placing a red dot in the next-round square of the wrestler who is to wear the red--always the first (top) wrestler of the two paired, although you must remember that the "top" wrestler may have the larger number. Start by putting the red dots on the work sheets. Bout

sheets for the next round are prepared from the pairing chart, and are kept in order by use of bout numbers. Wall charts for contestants, coaches and spectators are exact duplicates of the master chart.

In all sports, the basic reason for keeping a scorebook or recording results is to establish a permanent record of what took place. Such a record should be easily read and interpreted by anyone who consults it an hour later, a month later, a year later.

Pairing officials across the USA have worked hard to develop standard notations for recording results and pairing. A unified system makes it easier for pairing officials from different areas to work together. In an emergency, one pairer can take over someone else's chart and continue without a problem. Wrestlers, coaches and spectators have become familiar with the standard symbols. And the permanent record can be interpreted for years to come. All pairing officials should learn and use standard procedures and symbols.

Notations on the pairing chart are made with a black pen, except for a few where red is indicated, such as the red dot. Copy machines often have trouble reading blue ink or pencil. (But you should use a pencil on the work sheet. That's the place to correct mistakes.)

Throughout the process of pairing and recording, write neatly and legibly...not for a "pretty" chart, but to reduce errors. An ornate script or style of lettering does not help bout sheet clerks spell names, nor help the announcer pronounce them.

PRINT IN CAPITAL LETTERS! Spell out the names of clubs and states. Keep things simple and easy to read.

Once the pairing official has finished pairing a round on his/her work sheet, and has checked it for accuracy, he/she receives the starting bout number from the chief pairing master. The bout numbers, the opponents' numbers and the red dots (indicating which wrestler wears red) are entered on the pairing chart. Bout sheets are prepared (red wrestlers on the left), checked for accuracy, and delivered to the chief pairing master. The data then is entered on the wall chart.

In competition between countries, a *programme* or "start sheet" must be prepared, using country codes, to indicate pairing for the session, singlet colors, order of bouts and assignment to specific mats. The chief mat official should receive copies of the *programme* at least one hour before competition begins, so he/she can assign neutral officials to each bout.

Start sheets are seldom used in the United States, because "on deck" calls speed the action by cutting down the time between bouts.

Two Bout Sheets

When two score sheets are used for each bout, (one for the judge and one for the mat chairman), as is the case of national and international events and most USA championships, the pairing official must compare the two sheets when they return, to be sure that they agree. If they differ in points, time or outcome, the chief mat official should be called to determine the correct result.

In the USA, the wrestler whose hand is raised to victory by the referee must sign the score sheet. Upon receiving the completed sheet, the pairing official looks first for the signature of the winning wrestler, to verify that the proper contestant has been credited with the victory.

The pairing official then checks the outcome (fall, technical superiority, decision, disqualification, etc.), adding the individual point for each wrestler to verify the scores. Individual scoring notations are

official. A mistake in addition may be corrected by the chief pairing master.

Once the outcome has been verified the pairing official records the results in the designated box on his/her chart, using standard notations, and enters the appropriate number of classification points. In vertical pairing, the winner's points are entered on the pairing chart.

During preliminary rounds, instead of recording classification points for the loser, mark out his/her points box with a large "X" indicating a defeat. Another "X" will eliminate him. In the round-robin, where a defeat no longer leads directly to elimination, enter the classification points for both wrestlers

STANDARD NOTATIONS

When the bout ends in a fall, write the time of the fall in the "Time or Score" box for the winner. In the same box for the loser, write "LF" (lost fall).

When the bout ends in a decision, of any margin including a "technical fall" (actually a decision of technical superiority), write the score (8-3) in the winner's box and the reverse score (3-8) in the loser's box. When the bout is decided in overtime, circle the result in the time or score box for both the winner and the loser.

TABLE OF RECORDING SYMBOLS

<i>Result (Time or Score Box)</i>	<i>Winner's Box</i>	<i>Loser's Box</i>
Any fall	Time (3:46)	LF (lost fall)
Any decision (including technical "fall")	Score (8-3)	Reverse (3-8)
Overtime decision	Circled score	Circled reverse
Forfeit (no-show, failed to make weight)	WBF	FORF
Injury default	WBI	INJ
Disqualification for misconduct		
Winner gets 4 positive points	WBD	DQM
If ejected from the tournament		DQM circled
Disqualification for fleeing, illegal holds		
Three cautions	WBD	DQ
Double disqualification		DDQ

TABLE OF CLASSIFICATION POINTS

Result of the Bout	Winner Earns	Loser Earns
Fall	4	0
Technical Superiority (10-point margin)		
Loser has technical points	4	1
Loser has no technical points	4	0
Decision (1-9 point margin)		
Loser has technical points	3	1
Loser has no technical points	3	0
Winner of 0-0 criteria or officials decision	3	0
Injury Default	4	0
Forfeit (loser eliminated)	4	0
Disqualification for any reason	4	0
Double disqualification (both defeated)	0	0

A wrestler given a bye receives no positive points in that round.

"Misconduct" is a flagrant violation (brutality, fighting, swearing, etc.).

The officials at the mat determine whether or not the wrestler is ejected from the tournament, and indicate their decision on the score sheet. Such a disqualification is subject to review by the protest committee, and must be reported immediately to the chief pairing master, who will hold the weight class and notify the chief mat official.

Use of the Red Pen

The red pen is used to call attention to symbols on the pairing chart which must not be overlooked. The items recorded in red are:

- ★ Draw numbers on the pairing chart for wrestlers in Group A.
- ★ A dot to designate which wrestler wears the red singlet.
- ★ Elimination by forfeit, or for misconduct.
- ★ Tallies of classification points, added up as tie-breakers.
- ★ Notations in the preliminary round squares of bouts carried forward to the round-robin:
 - Circle the bout number.
 - Slash the winner's positive points.
 - Blot out the area between the legs of the "X."
- ★ Crescents marking advancement to the round-robin.
- ★ The number of the place earned in the group or weight.

Eliminating a Contestant

During the preliminary rounds, leading to the round-robin (group) finals, a wrestler is eliminated when he suffers his/her second defeat. When the wrestler is eliminated:

- ★ Mark out his/her draw number at the left of his/her name on the pairing chart.
- ★ Mark out the "place" square at the far right edge of his/her line.
- ★ Draw a heavy vertical bar immediately after his/her last series of notation, and
- ★ Mark out his/her number on your work sheet, so you won't pair him/her for the next round.

It is not necessary to total each wrestler's positive points when he is eliminated. It is a waste of time. They are used so infrequently as tie-breakers that they should be totaled only when needed.

When a wrestler is disqualified from the tournament for misconduct, or is eliminated by a forfeit--and thus cannot earn a place--a red "E" in the "place" square on his/her line will keep you from considering him/her for a place accidentally.

If a wrestler fails to appear at a second or third weigh in, write "DNWI" (did not weigh in) after the vertical bar. If a wrestler fails to make weight, write DNMW.

RE-PAIRING A ROUND

When a contestant who has not been eliminated withdraws for any reason, the wrestler or coach should notify the chief pairing master, before the next round is paired, that the wrestler will be unable to continue. This doesn't always happen. So, when recording a loss by injury, summon the wrestler or his/her coach to find out if he/she will

continue. If not, have one of them initial the chart and eliminate him/her.

Don't hesitate to announce the reason for a delay...to re-pair because of withdrawal, or because an error has been discovered.

Medical Alert System

To speed communication between the tournament medical staff and the pairing officials, USA Wrestling developed the "medical alert" system. When a wrestler loses by injury, or voluntarily seeks treatment by the medical staff, he/she comes under medical alert. The medical officer will complete one of three forms (stop...caution...go):

- ★ A *red* form prohibits the wrestler from further competition in the tournament because the injury or illness is a threat to his/her well-being.
- ★ A *gold* form prohibits the wrestler from further competition until he again is examined by the medical officer. The gold form is attached to the wrestler's next bout sheet and it is the responsibility of the wrestler or his/her coach to replace it before he/she wrestles. If this is not done, he/she loses the bout by default.
- ★ A *green* form is medical permission to continue wrestling.

Except for the Olympic Division, where contestants are adults, the decision of the medical staff is final and is **not** subject to appeal. At the Olympic level, the contestant's wishes are considered by the medical staff, unless the injury is one where further competition could cause severe or permanent damage.

It is a USA Wrestling rule, for age groups below Olympic level, that a wrestler knocked unconscious by a blow to the head must be examined by a physician before he can continue. Such examination is not required at the Olympic level, but is recommended. If the two styles are conducted simultaneously or consecutively, an athlete receiving a red medical alert in one style must also be cleared to compete in the other style.

CLASSIFICATION

The competition in a tournament consists of three distinct parts:

- ★ The elimination rounds.
- ★ The round-robin finals, determining placings in each group.
- ★ The championship round, matching place winners from the two groups.

Elimination Rounds

The elimination or "preliminary" rounds, are all the rounds of a group (or single round-robin event) necessary to reduce the field until only three wrestlers are left with fewer than two defeats.

These three advance to the group finals, and the bouts among the three determine their places. Once a wrestler has reached the round-robin, a second loss does not eliminate him/her. He/she completes the round-robin and wrestles his/her counterpart from the other group.

Sometimes the elimination rounds leave only two wrestlers with fewer than two defeats. The bout between these two determines first and second places. There is no "forced" round-robin.

Wrestlers eliminated in the last previous round are considered for third place. The one with the most classification points in the event advances. If their points are equal, the result of their bout is decisive. If

they have not met, they must meet in a special bout. The wrestler with two defeats who advances in this manner does not wrestle in the round-robin, but automatically places third.

For places below third in the group, each wrestler is ranked by the round in which he was eliminated, and is rated within that round by the classification points he/she has earned. Rounds first, then points...a wrestler who goes out in Round 6 with 12 points ranks ahead of a wrestler eliminated in Round 5, no matter how many points he/she has.

Wrestlers eliminated in the same round with the same total points are rated by the result of their bout. When two wrestlers who have not met are tied for any tangible award--such as a ribbon, medal, or advancement to the medal round--they must wrestle a special bout to break the tie. Otherwise, their placing can be determined by the series of tie-breakers listed on page 103.

When such a special bout is necessary, find unused squares on the chart, between the elimination round and the round-robin area, and indicate the bout by marking black crescents on both sides of the special square. Tell the chief pairing master immediately that you have a special bout, so the wrestlers can be notified, and the special bout can be assigned a number and be scheduled on the flow chart.

Round-Robin Finals

In each group where three wrestlers remain with fewer than two defeats, they must meet each other. Their places are determined by the results of these three round-robin bouts. A wrestler who wins both of his/her round-robin bouts **must** be the winner. Classification points are only tie-breakers. If the round-robin wrestlers each win one, lose one, then the wrestler with the most classification points in the round-robin wins, second highest total places second, low man is third.

Two wrestlers do not meet a second time. Results of any bouts among the finalists during the elimination rounds are carried forward into the round-robin. This also applies when there are only two finalists and they have met in an earlier round.

Round-robins must be paired in the proper order of numbers, whether or not the wrestlers already have met. The order of group finals is not a matter of choice, but of formula.

It can cause trouble if you look for previous meetings before pairing all three bouts.

Here are the procedures for setting up a three-man round-robin:

On the work sheet, carry the three remaining wrestlers forward into the round-robin. The wrestler who received the most recent bye remains at the top of the list. Give the first bye in the round-robin to the wrestler now at the bottom, and continue as though setting up a new tournament just for those three wrestlers. Pair the opponents in order for all three rounds.

If you have followed proper recording practices, all but three wrestlers on your chart now have (1) their contestants' numbers marked out, (2) heavy vertical bars marking the end of their participation in the event, and (3) their "place" squares marked out.

Each of the three remaining wrestlers (group finalists) is now marked with a red crescent just in front of the first round-robin box, as shown in the example on page 108. The crescents make them easier to find as you shuffle papers. Now record the pairing on your chart.

If one wrestler has two defeats and is an automatic third, mark a

large "X" through his/her first round-robin box and large red "3" in his/her place square.

Now, and not until now, check for bouts between any two of the round-robin wrestlers in the elimination rounds. As you find them, carry forward the bout number and the classification points into the round-robin. Instead of carrying forward the time or score, place an arrow in the round-robin box.

Go back to their earlier meeting. Circle the bout number carried forward. Draw a slanted line through the positive points of the winner. For the loser, blot out the space between the legs of the "X" (where you would tally positive points for a defeat). These notations, in red keep you from counting classification points for the same bout twice.

It may be that none of the contestants have met. It also may be that one, two or even all three of the round-robin bouts will be carried forward. These results are valid.

A wrestler who defeats both opponents is the winner. If there's a three-way tie at one win, one loss, we turn to classification points. The only classification points of concern are those earned in the round-robin. These points determine the top three places in the pool.

You return to positive points in the elimination rounds only if there also is a tie among the contestants on points in the round-robin, or to determine places below third.

Final Classification

Each finalist has two opportunities to win a bout and to earn positive points in the round-robin (the other square will contain a bye and a zero).

If there is a three-way tie at one win, one loss, the points earned in these two bouts determine final placing. Remember, the loser of a bout can earn a point but two victories are worth more than one victory, whatever the point totals.

In case of a two-way tie for any position, the result of their bout decides it, even if that bout was carried forward from an early round. If both wrestlers were disqualified when they met each other, consult the list of criteria which follows.

If all three wrestlers earn the same total classification points in the round-robin (usually 4), the winner is the contestant with the most points for the whole tournament. In such a situation, a bye or a carry-over may be a liability, because there are no points for a bye, and points for a carry-over already have been counted in the round-robin.

Here are the tie-breakers, in order:

- ★ The most classification points for the entire competition,
- ★ The most victories.
- ★ The most victories by fall.
- ★ The most victories by technical superiority (10+). A fall and a 10+ "technical" no longer are equal under tie-breaking rules.
- ★ The most victories 4:0, not including technical superiority (falls, defaults, forfeits, etc.).
- ★ The most victories by decision (1 to 9 points).
- ★ The fewest defeats.

If each of the three contestants in the round-robin wins by fall or 10+ technical superiority, and none of the criteria has solved the tie, the three are ranked by the (least) time of the falls or technical falls.

If all these criteria fail to break the tie, placement is determined by the number of technical points scored by each wrestler in his/her two round-robin bouts. The one who scored the most points is the winner.

A 42-year-old rule was revived as a last-gasp tie-breaker. If none of the criteria has broken the tie, the wrestlers are weighed, and the lightest wrestler wins. Presumably, he has made up a slight difference in weight with slightly more ability.

If you see the possibility of a tie coming up, start looking at the tie-breakers. Find out how far down the list you may have to go to determine the place winners. If it looks as though it could go all the way to a weigh-in, arrange to have each of the wrestlers involved taken directly to the scales as soon as his/her last bout is over--to keep one from cutting weight while his/her opponent is wrestling.

In adding up a wrestler's classification points, remember that even when he/she was defeated he/she could have earned a point. To be sure you tally all of his/her classification points, write a zero or one between the legs of the "X" which you used to show a loss.

Important Note

In using tie-breakers, the first one which has any effect may settle all three places. For example, "most victories" may tally 5-4-3 and determine first, second and third places.

Sometimes the first effective tie-breaker places one wrestler first or third, but leaves the other two tied. Any two-way tie is determined by the winner of their bout. For example, "most classification points" may tally 16-15-15, placing one wrestler first, or 16-16-15, placing one wrestler third. Don't look for any more tie-breakers, the tie between the other two wrestlers is determined by their head-to-head competition ... the winner of their bout places higher than the loser.

In a single round-robin tournament, the competition is now over, you can award the medals and everyone can go home. With the pool system, you are now ready for the medal round and finals.

Championship Round

In each group, you now have determined the first three places, either by a round-robin among three survivors or by a single bout among two survivors and direct placing of a third contestant. Place winners from the two groups are matched in "direct" finals:

- ★ 3 vs. 3, for fifth and sixth places.
- ★ 2 vs. 2, for third and fourth places.
- ★ 1 vs. 1, for first and second places.

And, of course, 4 vs. 4, for seventh and eighth. the wrestler from Group A (the "red" pool) wears a red singlet in the finals.

Total Elimination

A wrestler forced out of the event by injury or other medical reason can place. If he/she qualified for the finals and had medical verification, he/she is awarded second, fourth, sixth place, etc.

A wrestler who attends a second or third weigh-in, but is too heavy, no longer is given the break he/she received under rules of past years. He/she is subject to total elimination, as is the wrestler who forfeits a bout, is disqualified from the event for misconduct, or fails to appear at the weigh-in. The wrestler at fault becomes a "non-person" who can't

place, can't score team points and can't use the event as any form of qualifier.

During the Group Finals

If total elimination of a wrestler occurs before the group finals are complete, the pool becomes a two person event and the bout between those two determines the winner. For tournaments where eight places are awarded, such as the Cadet and Junior National Championships, the fourth place wrestler in that pool advances to the finals as the third entry from the pool and wrestles for fifth place in the tournament.

During the Championship Round

If total elimination occurs after the group finals, and before or during the championship round, there is a gap in the standings. After the finals, place winners are advanced in order to fill the vacancy. (If the silver medalist is gone, bronze becomes silver, fourth becomes third, etc.)

This procedure moves the gap to the bottom of the list. No other wrestler is moved in from a lower ranking to fill that gap.

Group A Elimination Rounds

There are five bouts in the first round. Positive points are recorded for the winners, an "X" for each loser.

Pairing the second round results in a "back force" when 11-15 leaves a rematch of 17-19. You are forced to back up one notch and re-pair 11-17, which solves the problem.

In the second round, No. 17 is disqualified for misconduct. The "E" signifies his/her ejection from the tournament...he/she cannot place.

In the third round, No. 5 defeats No. 11 in overtime, 8-7. In the fourth round, No. 11 loses by technical superiority and fails to score in the bout. Had he/she scored, he/she would have earned a positive point and placed fourth. As it is, he/she is forced into a special bout, and loses.

Group A Finals

After four rounds, three contestants remain with fewer than two defeats. A full round-robin is established, giving No. 5 the first bye because he/she is at the bottom of the list headed by No. 19.

Bout 381 then is carried forward from the second round. It is important to mark out positive points for both wrestlers in the second round, as shown, so they won't be counted twice.

Including the bout carried forward, each wrestler has defeated one opponent by a decision, each scoring 4 positive points in the round-robin. The first tie-breaker is total positive points for the entire competition. No. 19 has 15 points and places first, No. 1 has 14 points and is second, and No. 5 has 13 points and is third.

Because this tournament awards eight places and advances four from each group, fourth round losers No. 11 and No. 13 are compared. Each has 9 positive points, and they have not met, so a special bout is

scheduled (at the same time as the first bout of the round-robin). No. 13 wins and earns fourth place.

Group B Elimination Rounds

With an odd number of wrestlers, No. 18 receives a bye in the first round and advances with no positive point. The bye goes to No. 16 in the second round.

In the second round, No. 12 is a "no show" and is eliminated by forfeit. In the third round, No. 2 wins by injury. No. 16 is disqualified with three cautions, but it's only his/her first defeat, so he/she may continue.

Group B Finals

After five rounds, only two wrestlers remain with fewer than two defeats. They are paired in a single bout for first and second.

No. 14 and No. 16 both went out in the fifth round and even though No. 14 and No. 16 won their first round bout, No. 14 has more positive points (8-7), so No. 14 places third and No. 16 is fourth.

Medal Rounds

No. 413, fourth in Group A, is paired against No. 416, fourth in Group B, for seventh and eighth places. Bouts for seventh, fifth and third are wrestled at the same time, followed by the championships.

Tournament Operations

Vertical Pairing System

THE BIG PICTURE

There is much more to a wrestling tournament than pairing the contestants, calling them to the mat, officiating their bouts and recording the results. The whole package comes together as the science (or art) of tournament operations.

There are three key roles in tournament operations. The chief mat official, chief pairing master and the event director are full partners in the success of the event. Each directs an essential corps of volunteers — referees, pairing officials and floor workers such as timers, runners and arena setup personnel. These leaders (and their designated assistants) work together to start each session on time, and remain in constant communication throughout the event to assure smooth, orderly procedures.

For regional and national events, USA Wrestling assigns an event coordinator to supervise all aspects of the tournament. This individual has the responsibility and the authority to make decisions on any items of controversy, such as a change in the schedule, and must be consulted and kept informed throughout the event.

The tournament operations team also includes the announcers, clerks, typists, copy machine operators, medical staff, weighmasters, drawmasters, media coordinators, cleanup crews, registration personnel, concessionaires and many others.

As a pairing official gains experience and expertise, he/she advances toward the rank of pairing master. A chief pairing master is assigned to direct each major tournament and must be able to plan the entire schedule and carry it out in consultation with the chief mat official, event director and event coordinator.

- Given a reasonable estimate of the total entry, and a fixed number of available mats, he/she can determine how many hours, how many sessions, will be needed for a proper schedule.
- Given a reasonable estimate of the total entry, and a fixed time schedule, he/she can determine how many mats will be needed for a proper schedule.

This case study is intended to provide guidelines on organization of the entire tournament, from the first weigh-in and preliminary clinics through the final session and the presentation of awards.

Although this guide refers to the pairing official and "his/her" role and "his/her" responsibilities, the fact is, more women than men are certified as pairing officials and pairing masters nationwide. The world of wrestling is by no means exclusively a man's world.

TOURNAMENT PLANNING FORMULAS

USA Wrestling formulas are based on years of research and serve as planning guidelines.

By applying these formulas, the pairing master can determine in close approximation the total number of bouts, the number of rounds per weight class, the number of mats needed, and the hours and

sessions required.

Number of Bouts

Fewer than 100 entries	Multiply by 1.6
100 to 150 entries	Multiply by 1.7
151 to 250 entries	Multiply by 1.8
251 to 350 entries.....	Multiply by 1.85
351 to 500 entries.....	Multiply by 1.9
501 to 800 entries.....	Multiply by 1.95
More than 800 entries	Multiply by 2.0

In tournaments with a large number of weight classes, each age category should be calculated as a separate tournament.

Number of Rounds

Statistics compiled over several years of events in the international styles show that approximately one-third of the remaining contestants are eliminated in each round, starting with the second round. A substantially higher or lower percentage in one round will average out in subsequent rounds. Each group will follow these trends:

5 to 8 contestants.....	4 or 5 rounds
9 to 12 contestants.....	5 or 6 rounds
13 to 16 contestants.....	6 or 7 rounds
17 to 24 contestants.....	7 or 8 rounds
25 to 32 contestants.....	8 or 9 rounds
33 to 48 contestants.....	9 or 10 rounds
49 to 64 contestants	10 or 11 rounds
65 contestants or more.....	11 or 12 rounds

These are the rounds necessary to complete one group (pool), or a single round-robin event. Add one round for the finals.

Bouts Per Hour

USA Wrestling Modification

In Kids competition, including the national regionals, bouts are:

- Schoolboy/girl: Two 2-minute periods with 30 seconds rest.
- Novice: Two 2-minute periods with 30 seconds rest.
- Midget: Two 90-second periods with 30 seconds rest.

Although research under this rule continues, when all contestants are from the same country and speak the same language, 6-minute freestyle bouts should average about eight (8) per hour per mat over the entire course of the event. If the wrestlers speak different languages, and/or they are introduced with ceremony, additional time must be allowed.

Two-period Cadet bouts should run about 10 per hour per mat. Even with a 30-second rest period, Kids bouts should run at least 10 per hour.

With the addition of the "clinch" to the Greco-Roman rules, wrestling moves about the same pace as for freestyle. Plan for eight (8) bouts per hour among six (6) minute bouts and ten (10) per hour for Cadets.

Bouts often go more rapidly in the early rounds and slow as the more accomplished wrestlers meet in the later rounds. Calculations are

based upon use of "on-deck" calls, sending the next two wrestlers to warm up near the mat to which they have been called.

PLANNING THE SCHEDULE

There are two approaches to the preliminary schedule. If mat space is no problem, and you have plenty of qualified officials and other personnel, then decide what hours you want to wrestle and determine the number of mats needed. On the other hand, if your space and/or personnel are limited, reverse the calculations to determine how many hours are required.

For example, say you expect 240 entries. Applying a factor of 1.8, you can expect 432 bouts. If you are using the pool system, you can figure on 30 of these for six-place finals (20 for four places, 40 for eight places), leaving *approximately* 402 in the preliminary rounds. A single round-robin event also figures about 30 bouts in the final session, again leaving 402 in the preliminaries.

Even if you don't plan a separate session for the finals, your tournament slows down when you reach the round-robin. Fewer mats are used and bouts are spaced out to allow for mandatory rest periods. You must allow time for finals and awards in your planning.

In pre-tournament calculations, expect the 2-period bout of 3 minutes for each period to average eight (8) per mat per hour. They may run 8.5 per hour, but it's better to be surprised by how well the tournament is running than by how far it is behind schedule. Divide 402 by 8 and you get 50.25 (call it 50) mat-hours of wrestling.

If you were to run this tournament all on one mat, the preliminary rounds would require 50 hours; on two mats, about 25 hours; on four mats, about 12.5 hours.

How many hours?

Suppose your arena space is limited to five mats. Dividing 50 by 5, you determine that your elimination rounds must total about ten (10) hours, not including the finals. You must draw your time schedule accordingly.

How many mats?

This is the other side of the coin. Suppose you are locked into seven hours for the preliminaries — 9 to noon Saturday morning and 1 to 5 Saturday afternoon, with the finals Saturday night. To complete 50 mat-hours of preliminaries in 7 hours, you will need at least 8 mats (50 divided by 7 equals 7.14). However, you will not be able to keep 7 mats open for 7 hours because of mandatory rest periods. Use the extra mat at the start to speed up the early rounds and give yourself more flexibility later. Rest periods between bouts cause no problems in the early rounds.

As the tournament progresses, and the rounds get shorter, it may not be possible to keep all the mats in use because of mandatory rest periods. If an extra mat is available at the start, use it to speed up the early rounds and give yourself more flexibility later. Rest periods between bouts cause no problems in the early rounds.

Before each session, discuss your plans with the chief mat official, event director and event coordinator. When you close mats, they may wish to reassign personnel to other mats. And it may be possible to alternate bouts between mats to keep both officiating crews active. When closing a mat, try to give 15 minutes notice.

A closed mat is difficult to reopen. When you look around, those officials will be gone, the table workers will be gone, maybe even the mat itself will be gone. If you think you might need it later, don't close it yet ... put it on standby and ask the personnel to stick around.

Always start on time and use the "first open mat" principle. As soon as a bout ends, another should be ready. On-deck wrestlers should be instructed by the announcer to report either to a specific mat while one bout is in progress, or should be alerted to warm up for the first open mat. No more than two bouts, one in progress and one on-deck, should be assigned to a specific mat at one time. A long delay on that mat, such as for injury, thus holds up only one bout behind it and not a whole string of bouts assigned in advance.

If a severe injury closes down a mat for a long time, take the on-deck bout away from that mat and assign it somewhere else. There are two reasons. First, the weight class will not be subject to a long delay. Second, and more important, young athletes won't have to watch (and worry about) elaborate medical procedures.

If you plan a separate session for the round-robin bouts, you are ready when each weight class or group has been reduced to either three or four contestants. If five or more remain, they should wrestle another elimination round. When four remain, one of the next two bouts will be carried forward into the round-robin (although you won't know which one until both are over), or two wrestlers will be eliminated and two left for the finals.

Finals and Awards

Time must be allotted to present the championship round with appropriate ceremony. Under the pool system, the medal round (bouts for third, fifth, etc.) may be held first, followed by championship matches and awards. The awards should be presented with ceremony and with dignity, at a pause in the competition or afterward.

TABLE OF MATS AND HOURS

The following tables are presented as a guide to the number of mats and the number of hours needed to conduct tournaments in the international styles. At 3 to 4 hours per session, it is possible to squeeze 10 to 11 hours of wrestling into one day, but it is far better to adopt a "loose" schedule.

Plan for more time than you think you will need, and more mats than you think you will need. Don't send everyone home totally exhausted and certain never to come back. A "loose" schedule allows time for emergencies, for unforeseen occurrences, and helps make the event more fun for everyone.

TABLE A
6-Minute Bouts with 30 second rest, 8 per Hour per Mat

Total	Total	----- Number of Hours Needed on -----				
Entry	Bouts	1 Mat	4 Mats	6 Mats	8 Mats	10 Mats
200	360	45	11	7.5	5.6	5
250	450	56	14	9.3	7	6
300	555	69	17	11.5	8.6	7
350	648	81	20	13.5	10.1	8.1
400	760	95	23	15.8	11.8	9.5
450	855	106	26	17.5	13.3	10.7
500	950	118	29	19.7	14.8	11.9
550	1073	134	33	22.3	16.7	13.4
600	1170	146	36	24.3	18.2	14.6
650	1268	158	39	26.4	19.8	15.9
700	1365	170	42	28.4	21.3	17
750	1463	182	45	30.4	22.8	18.2
800	1560	195	48	32.5	24.3	19.5
900	1800	225	64.56	37.5	28.1	22.5
1000	2000	250	62	41.6	31.2	25

TABLE B
4-Minute Bouts with 30 second rest, 10 per Hour per Mat

Entry	Bouts	1 Mat	4 Mats	6 Mats	8 Mats	10 Mats
150	255	25.5	6			
200	360	36	9	6		
250	450	45	11	7.5	6	
300	555	55.5	14	9	7	6
350	648	65	16	11	8	7
400	760	76	19	13	10	8
450	855	85.5	21	14	11	9
500	950	95	24	16	12	10
550	1073	107	27	18	13.5	11
600	1170	117	29	19.5	15	12
650	1268	127	32	21	16	13
700	1365	136.5	34	23	17	14
800	1560	156	39	26	19.5	16
900	1800	180	45	30	22.5	18
1000	2000	200	50	33	25	20

THE TEAM CONCEPT

The tournament operations team makes up a vital part of any wrestling event. Its sole responsibility is smooth, efficient conduct of the event. Members of the team include:

- Event coordinator, staff representative of the national office.
- Event director, responsible for local personnel and for all arrangements for the facility.
- Chief mat official, in charge of referee-judges.
- Chief pairing master, in charge of the "head table."
- Pairing teams, one or more, each with two members. Depending on the personnel available and their skills, each team may be assigned two or more weight classes or groups. Tag their chairs on the back, so the chief can find any weight class at a glance.
- Clerks, for wall charts, plus a chief clerk for large tournaments.

- Announcer or announcers.
- Announcer's assistant or assistants, to coordinate the flow of bout sheets.
- Floor manager, who has immediate access to the arena superintendent, electrician, etc.
- Promotions and media coordinator.
- Medical liaison.
- Weighmaster and drawmaster, and their assistants.
- Typists and copy machine operators.
- Additional personnel as needed.

The objective of the team concept is to eliminate human error through specific assignment of responsibilities, reduction of fatigue, relief of high-pressure situations, and a constant system of checking and double-checking and communicating with each other.

It does not matter who makes a mistake, or who catches a mistake, as long as errors are corrected *before* they reach the mats and have an adverse effect on the competition. It serves no purpose to “keep score” and determine that “I made only two mistakes today, while my partner made five.” The only correct score is “*We* made no mistakes today.”

Always remember that the chief referee, tournament director, floor manager and the chief medical officer are part of the total team, whose “captain” is the event coordinator. Each of these individuals should have a place at the head table, or in another working area.

THE TEAM IN ACTION

Event Coordinator

- Supervises and coordinates the work of the volunteers, and ensures that the over-all image and conduct of the event maintain the standards of USA Wrestling.

Event Director

- Recruits and directs the local corps of volunteers, obtains and prepares the facility, sets up and oversees registration, ensures that the contract with USA Wrestling is fulfilled.

Chief Mat Official

- Conducts or assigns clinics and exams for referee-judges and supervises their work throughout the event.

Weighmaster

- Directs the weigh-in staff, coordinating with the chief medical officer, and certifies the proper weight for each wrestler. The weighmaster will need two assistants at each scale.

Although the rules say the weigh-in and drawing of lots must be carried out in public, the term “public” doesn't mean just anyone. Credentials should be checked at the door and admission limited to athletes, coaches, club and state representatives, tournament staff and others with legitimate reasons to be present. The Weighmaster also coordinates the collection of weigh-in cards from all wrestlers. Male contestants must be weighed with their singlet on and female contestants must weighed with a leotard on. No weight allowance is given.

Drawmaster

Supervises the drawing of lots.

Chief Pairing Master

- Conducts or assigns clinics and exams for pairing officials.
- Supervises preparation of the original pairing charts, wall charts and bout sheets.
- Maintains the flow chart throughout the tournament to determine the order of weights, the number of bouts within each weight, the number of mats in use at any time, the number of rounds per session.
- Plans the final session and awards presentations.
- Acts to correct errors.
- Supervises the entire operation of pairing, announcements and protests.

All questions should be directed first to the chief pairing master or his/her assistant, who then determines the answer from the proper person. This practice eliminates unnecessary interruptions, which cause errors.

Pairing Teams

Two pairing officials per team. Each works independently to record, advance, eliminate and pair his/her assigned weight classes or groups, always checking his/her findings against those of his/her teammate.

In a large tournament, it is recommended that pairing teams be assigned to alternate weight classes or groups, or to different age groups. While Team A is working carefully on the 105.5-pound class, it need not be concerned with mounting paperwork at 114.5 pounds ... that will be Team B's responsibility. Team A will have the time necessary to cross-check its 105.5 records completely, before taking on the 123 pound weight class. The advantages of this alternating system are clear:

- Adequate time for checking reduces errors.
- Easing of mental pressures reduces errors.
- Elimination of fatigue from long-sustained effort reduces errors.
- "Break" time allows personnel to watch some of the competition.
- More pairing personnel become directly involved in the operation of the tournament, a key factor in the development of new talent.

Face another fact — these are volunteer officials, who are working the tournament because they enjoy it, because they feel a commitment to the sport of wrestling, and often because they are personally involved, with sons/daughters wrestling and spouses coaching or refereeing. Unless these volunteers realize some fun from their efforts, they may not be around the next time we need them.

Clerks

Receiving one copy of a completed and cross-checked pairing chart, the clerks immediately prepare bout sheets for the next round and bring the wall charts up to date. Prompt updating of the wall charts is another safeguard against error, because wrestlers and coaches have the opportunity to discover and question incorrect

entries. The new bout sheets are rechecked against the pairing chart before being delivered to the chief pairing master.

In a large tournament where there is lots of paperwork, a chief clerk should be appointed to direct the production of bout sheets and wall charts, and to record each completed step on a tally sheet, so that no weight class or group is overlooked.

Announcer

Calls the wrestlers to the mat, either for immediate competition or for on-deck status (at the discretion of the chief pairing master.) Makes all other calls and announcements necessary to the competition, and conducts special ceremonies and the awards presentations. Large tournaments with 10 or more mats in use often require that these duties be divided among two announcers, particularly if individual results are given.

Announcer's Assistant

This individual receives the numbered bout sheets, in order, from the chief pairing master. The announcer's assistant assigns mat numbers for the first series of bouts on the mats in use, and passes the bout sheets to the announcer. If an on-deck procedure is in use, he/she assigns the second series to the mats and delivers those sheets to the announcer. When the first result is returned from any mat, he/she assigns the next bout (or on-deck bout) to that same mat, and proceeds in this pattern throughout the session.

Using a bout sheet tracking form, an announcer's assistant records the number of the mat where each bout is sent, so the head table team can find any score sheet at any time. When a wrestler misses his/her call to the mat, bout sheet tracking helps answer questions and keeps the tournament moving. It also helps when the pairing master must recall a score sheet for corrections or adjustments.

An announcer's assistant also collects incoming bout sheets, keeping them in numerical order. When all the bouts in a weight class or group have been returned, he/she hands those sheets to the chief pairing master for delivery to the proper pairing team. In the late stages of a tournament, the assistant will check each incoming bout sheet for "time bout ended." The chief pairing master needs this information to assure each contestant 30 minutes rest.

In large tournaments, the responsibilities of the announcer's assistants should be divided among two or more individuals.

Floor Manager

He/she is in charge of obtaining timers, scoreboard operators and runners for each mat, each session, and their replacements when needed. He/she also is responsible for all equipment — backup timing systems if a scoreboard fails, pencils, clipboards, scoring paddles and blocks, etc., delivering them to the mats before each session, and collecting them at the close of each session. Moving, taping and cleaning of mats, along with crowd control, also fall within his/her responsibilities.

Medical Liaison

A large tournament also will require a medical liaison clerk, to communicate with the medical staff and coordinate the flow of

medical alert forms. In smaller tournaments, medical concerns should be directed to the chief pairing master.

Media Coordinator

At least one person should be assigned to give the news media all the information it could possibly want before the tournament, during the tournament, and after the tournament. This person should be able to read a pairing chart and, if necessary, to interpret it for a reporter. He/she should know enough about the event and the contestants to point out athletes and match-ups of special interest, to arrange interviews, and to provide highlights that can add to the bare results. This person should not be responsible for any other duties ... he/she should always be available to the news media. He/she also may be assigned to call or wire results to certain news outlets.

Summary

At the pre-tournament setup session, the chief pairing master assigns pairing teams to pair the first round, while clerks prepare wall charts and bout sheets.

During the competition, bout sheets go from the clerks to the chief clerk ... to the chief pairing master ... to the announcer's assistant ... to the announcer ... to the runners and the mats. They return to the announcer's assistant (results may be announced, if you wish) ... to the chief pairing master ... then to the appropriate pairing teams.

Results and eliminations are recorded, and cross-checked. The next round is paired, and cross-checked. One pairing chart goes to clerks who update the wall charts, the other copy to clerks who prepare bout sheets for the next round. The pairing chart can be duplicated on a copy machine for the media coordinator. One copy of the pairing chart, and the accumulated bout sheets, must remain at the head table at all times.

New bout sheets are cross-checked against the pairing chart, then are delivered by the chief pairing master to the announcer's assistant, who places them on the bottom of his/her stack, maintaining the order of bout numbers.

Bout numbers are important, and should be announced when each bout is called by the announcer. They help wrestlers and coaches anticipate and prepare properly for their next match. And they are the foundation upon which the flow chart is constructed.

CHIEF PAIRING MASTER

The duties of the chief pairing master start weeks before the event, when he/she obtains an estimated entry total and uses formulas to plan the time schedule and the number of mats needed. These figures are subject to minor adjustment when the official entry becomes available, but you must live with what you put down in writing. A "loose" schedule, allowing plenty of time, is easy to adjust. A "tight" schedule, with no margin for error, may be wrecked by a sudden surge of entries.

After organizing the tournament operations team and assigning specific duties, the chief pairing master then directs his/her personnel through the drawing of lots, pairing and preparation of wall charts and bout sheets. Each pairing master is also a teacher, and the pre-tournament pairing clinic is the ideal place to discuss standard procedures and unusual situations, and to answer the questions from

pairing officials.

Throughout the competition, the chief pairing master must control the pace of the tournament, working with the chief mat official and the event director to meet broad guidelines established in consultation with the event coordinator.

The chief pairing master's most important tool is the flow chart. It will help him/her decide:

- How many mats are to be used at any given time.
- What weight class will open each session, and the order in which the others will follow.
- How many bouts should be completed in each session.
- How many rounds each weight class should wrestle in a given session.
- How to deal with protests.
- How to deal with errors.
- How to establish the order of weights for a final round-robin session.
- How to provide the media with results during and after competition.
- How to provide the weighmaster with the names of wrestlers who are to appear at a second weigh-in.
- How to provide the announcer the necessary information for presentation of awards.
- When to release each weight class until the next session.
- When to release each weight class for weigh-ins.

THE FLOW CHART

If all weights had the same number of entries, there would be few problems. The 92.5 pounders would start the tournament, and all weights would follow in order. But wrestlers don't grow that way. Middle weights will be packed and lighter and heavier weights will have fewer numbers. Weights with more entries wrestle more rounds, as shown in the planning formulas, so start with those weights.

On the flow chart, list the weight classes and groups in order, and the number of entries in each. This presents a picture of the entire field. Find a "break point" at the start of the larger classes, mark it for the start of the tournament and assign bout No. 1. Continue listing first round bout numbers, using a dot to show a bye.

As each group completes a round, enter the number of contestants remaining in the group. If that weight class is going to wrestle again in the same session, bout numbers can be assigned. If the weight class is through for the session, don't assign the next set of bout numbers until you have analyzed the starting point and the order of bouts for the next session.

Once a group has reached the round-robin, there will be three contestants, but not necessarily three bouts. Using small marks after the 3, show yourself how many rounds remain (3^{III} or 3^{II} or 3^I). Use a small "s" to show the need for a special tie-breaker bout.

The flow chart enables the pairing master to follow the pace of the tournament, giving him the information he/she needs to make decisions on the number of mats in use, whether to release a weight class for the rest of the session or hold it for another round, etc.

For the wrestlers' benefit, the weights should be scheduled in the normal upward order. If competition starts at 119 pounds, proceed upward through 220, then pick up 92.5, 101 and 110 pounds. A 152-

pound wrestler is used to following the 138.5-pounders to the mat, and will have a reasonable idea when to warm up for his/her bout just by looking at the size of the contestants who are wrestling. Because this practice has been widespread for years, small wrestlers now are used to following heavyweights to the mat.

The order of weights should be announced before each session, and a copy should be posted at the wall charts. It also helps to post a copy in front of the announcer ... wrestlers and coaches come there to ask, and find that their question has been answered. If possible, the posted order of weights should indicate how many times each weight class will wrestle during a session. But if you post "no more than twice," you're stuck with no more than twice. When in doubt, leave question marks on the posted list.

In later rounds, a weight class or two often refuses to "break" and you have a round you weren't counting on. Until the end of the session, you may run these weights out of order — even through group finals — as long as you let wrestlers, coaches and spectators know what's going on.

If a weight class or group is so small, or so far along, that it need not wrestle in any given round, you may skip over it in its turn, writing "skip" on the flow chart and on the order of weights.

If you are certain that a weight class will not wrestle again in a specific session, release that weight until the scheduled starting time of the next session. Only the announcer, on instructions from the chief pairing master, can release a weight class from further competition. No other member of the tournament operations team ever should tell any contestant that he/she is free to leave the arena.

When releasing a weight class to weigh-ins, both pools must be released at the same time. The pairing master may permit an announcement that Group A will not compete again, but that weigh-ins will start after another round in Group B. Weigh-ins can be a traumatic experience for many wrestlers. They want all the advance information they can get. Always consult the weighmaster ahead of time. He/she needs to get his/her staff together and prepare the area.

The sample flow chart on page 121 is for a tournament of 240 wrestlers in 10 weight classes (20 groups), going to finals for six places. From the tournament planning formulas (page 110), we can expect approximately 432 bouts in the tournament ($240 \times 1.8 = 432$). With finals for first, third and fifth places, we subtract 30 finals and expect some 402 bouts in the preliminary rounds.

Have five mats available and four sessions, with published starting times of 1 p.m. and 7 p.m. on Friday and Saturday.

Friday afternoon

Try to wrap up the first session around 4:30 p.m. Starting on time, you can count on completing 175 bouts comfortably (5 mats at 10 per hour for 3.5 hours = 175).

Of the 20 groups, those at 119, 127.5 and 138.5 pounds are significantly larger than the others and will wrestle more rounds in the tournament. Run an extra round this session by starting at 119 pounds and wrestling the six largest groups twice each. It would not be "wrong" to start at 110 pounds, but the main concern right now is getting through the 138.5-pound class a second time.

The 92.5-pounders already are at the round-robin level and can be

released until the second session. However, each weight class should wrestle at least once every session, if possible. The 92.5-pounders came to wrestle, and perhaps people came to watch them. It is advisable to work them in early in each session, then release them until the next session.

On the sample flow chart, note that a wrestler has been moved from 152 pounds to 167.5 pounds after the first round bout numbers had been assigned. Someone made a mistake, but it's easy to handle. There will be only six bouts instead of seven in 152 Group B. So there is "no bout No. 70" and you mark that on the flow chart. There's an extra bout in 167.5 Group B. Number it 81-A, and run it between 81 and 82. Let the announcer's assistant know of the changes.

If your tournament starts on time and runs on schedule, after one hour you should have completed 50 bouts and be wrestling at 138.5 pounds. After the second hour, you should have finished 100 bouts and be completing 101 pounds. Compare the actual numbers with your projection and you'll know whether you are on time, ahead of, or behind schedule. If there is an injury, one mat may be closed for a period of time, thus your projection may be affected. In calculating your position, remember there are bouts on the mats not yet complete and "on-decks" not yet begun.

Wrestle 171 bouts in the first session (once you start the round for a weight class, you have to finish it.) Tournaments usually move well in the early rounds, so you shouldn't have much trouble with 171 bouts in the first session. You should always try to finish the session on time as scheduled. It is much better to finish ten minutes early, rather than fifteen minutes late. If there is not enough time allotted for completion of the tournament as scheduled, the chief pairer should meet with the tournament committee to decide the hours to be wrestled.

If you really run ahead of schedule, it's possible to get the 152-pounders on the mat again this session. List them as questionable for a second round. In an hour or two, you should know, and be able to schedule them or release them. Decisions about whether to hold or release a weight class must be applied to the entire weight class, not just to one pool. The wrestlers in both groups should have the same amount of time to prepare for the next session, or the next weigh-in.

But in this example, assume that 171 bouts fill the first session. Tonight, start the second session with No. 172.

Friday night

The second session has three hours scheduled, so you can expect to complete about 150 bouts (5 mats x 10 per x 3 hours = 150). Look at the number of contestants remaining after the first session. The six largest groups have been reduced to the same number of wrestlers as the 110-pounders, so 110 is the place to start the second session.

Try to get through 152 twice, and maybe even 167.5. Watch the flow chart as the evening session progresses.

After one hour of tonight's second session, you should have completed 50 more bouts (total 221) and be finishing 138.5 pounds or be wrestling at 152 pounds. After two hours you should have finished another 50 (total 271), completed the first round and be into the second round of this session at 110.

We mentioned weights that "refuse to break." As the session winds down, you can see trouble in that "9" in 152 Group B. But fortunately you have enough time to run the 152-pounders one more time tonight, and also 167.5 for a second time. After the completion of those two weight classes, you will have completed a total of 316 bouts which will allow you to finish about right on schedule. It also prevents trouble in the next session as "9" might be translated into five rounds the next day—a problem you should always try to avoid, if possible.

In the early rounds, rest between bouts is never a problem. Bout Nos. 203 and 284 at 127.5 pounds are a little more than an hour and a half apart. Later, as the tournament works down to the group finals, and weight classes return to the mat more frequently, you must keep a firm grasp on the situation. Close a mat, or two, or you'll run into rest-time problems and empty mats late in the session.

No one buys a ticket to watch empty mats. As long as you control the pace of the tournament, there should always be at least one bout in front of the spectators.

Saturday afternoon

Looking at your flow chart, your numbers look relatively good; however, you have two "7's" which could indicate an extra round in these groups. Sure enough, they need an extra round to complete the group finals ... see bout Nos. 409 and 410. Invariably there will always be one weight class that you did not count on for an extra round. See Group B at 152, bout No. 411.

On five mats, the first round this afternoon, from bout 316 to bout 362, will last about 55 minutes. The second round has only 30 bouts, or about three-quarters of an hour on four mats. The third round will have only 16. Skip 92.5 once, to help the timing, but not twice.

You can't afford to keep five mats open all the way, or you'll run into rest-time problems fairly soon. Close a mat at the start of the second round, so the second round will be on four mats.

Close another mat at the start of the third round; this is also a good time to stop sending bouts "on deck", slowing things down a little bit more. Go to one mat after the 152 pound weight class, bout 404. You have seven bouts left, and they must go one at a time to avoid empty mats. Even so, there will be a 5 minute wait for the last bout to wrestle. If you can anticipate this situation, and run a weight class out of order to avoid this problem, it is permissible to do so. No one wants to wait around for one or two bouts to wrestle after five or ten minute delay. If you must run or two bouts out of order, just call the bout out of turn and explain why.

Saturday night

With adequate rest between sessions, you can use the normal order of weights, from 92.5 to 220. First run the bouts for fifth and third, grouped by weights on two, three or four mats. Then the finals, one at a time.

PRESENTATION OF AWARDS

As each weight moves toward a conclusion, the pairing team makes up a list of place winners for the chief pairing master to provide to the announcer for presentation of awards. The chief pairing master also should instruct the teams to scan the results for the “most falls, least time” award, if one is given.

If an “outstanding wrestler” award is scheduled, the chief pairing master must be sure that a selection committee has been appointed by the chief mat official before the final session begins. If there are team trophies, a team scoring chart must be prepared.

Awards should be presented with dignity and some ceremony. The wrestlers worked hard for these awards and should be suitably recognized. Even in events where a single round-robin is used, and contestants are allowed to leave when their competition is complete, each set of awards should receive special recognition.

Award ceremonies offer an opportunity to recognize visiting dignitaries and hard-working volunteers by introducing them to present awards to the wrestlers. It is important that the list of people who will present awards be prepared by the event coordinator well before the final session. Give the announcer a chance to check their credentials and pronunciation of their names. It's not much of an honor to present awards if your name is mispronounced and your wrestling background is described incorrectly.

There are several methods of presenting awards. The format is determined by the event coordinator and the event director.

Traditional Methods

One of wrestling's traditions is to conduct two finals, present awards to the first weight class, wrestle a third final, present the second set of awards, and continue this pattern. The one-bout delay allows all the

medalists to gather at the awards stand. After the last bout, awards for the last two weights, team trophies and special individual awards are presented.

Another method, which provides fewer interruptions of the action, is to wrestle four finals, present awards for three weights, conduct three more finals, present three more sets of awards, and so on.

The fastest way is to present awards without stopping action on the mats. This is appropriate for youth events conducted in single round-robin style. Once the medalists are determined and have gathered at the awards stand, the announcer merely calls attention to the presentations and reads the names of the recipients.

On-the-Mat Presentations

Another format gaining popularity is presentation on the mat, immediately after conclusion of the medal bouts and finals.

One presenter is sent with two awards to the mat where third and

fourth places are being contested. Another presenter handles fifth and sixth on the designated mat. If there are more places, another presenter is necessary for each pair of awards.

As soon as the medal bout ends, and the winner's hand is raised, the presenter goes onto the mat, shakes hands with the loser and presents his/her award. He/she then congratulates the winner and presents his/her award. Except for the championship finalists, the wrestlers are now free to leave the arena. This format requires close teamwork among the officials on the mat, the pairing officials, the announcer and the presenters of the awards, and should be directed by the event coordinator.

Awards for the finals are presented in more deliberate fashion. While the silver medal (second place award) is being presented, the champion has an opportunity to return to his/her corner, towel off and put on his/her warmup. The gold medal or championship award is presented and photographs are taken. The champion remains in uniform for the all-champions photograph taken at the end of the program.

Once the awards have been presented to the heavyweight runner-up and champion, only the team trophies and special individual awards remain to be presented.

Outstanding Wrestler

In regional and national tournaments, it is traditional to elect and recognize one champion as the outstanding wrestler of the event and present a special award. In USA Wrestling tournaments, the OW usually is chosen by a committee of mat officials.

Gorriaran Trophy

Originated by the late Manuel Gorriaran, a Distinguished Member of the National Wrestling Hall of Fame, this trophy is presented to the wrestler scoring the most falls ("technical falls" are not included). If there is a tie, the wrestler using the least total time wins the award.

The Easy Way to Add Fall Times	
4:22	
3:33	Four fall times are shown at left.
2:58	
1:15	

10:128	Add minutes and seconds separately.
2=120	Convert seconds to minutes by 60s.

12:08	Add minutes, subtract seconds. The four falls total 12 minutes, 8 seconds.

DEALING WITH ERRORS

Perhaps the event has gone so smoothly that no errors have occurred. But as long as human beings conduct tournaments, mistakes happen. Judges record the wrong score or the wrong winner. Pairing officials record the wrong result, or the wrong classification points, or reverse them, or mis-pair. Wall charts aren't always correct. Wrestlers and coaches have questions.

Often, just plain common sense provides the best answer. Keep calm, study the situation, get the results down correctly, and get a fresh start. If it's tricky, get off by yourself, call in help and make a logical

decision. Do your best to be fair to the wrestlers, all of them.

Problem

Allen pins Brown to begin the Group A finals. Then, Allen fails to make weight, while Brown and Clark do. Allen is totally eliminated. Clark beats Brown, 3-1, wins the pool and wrestles for the gold. Brown is second in the pool and wrestles for the bronze.

If Davis, who finished fourth in the pool, has weighed in for the finals (intending to wrestle for seventh place), he/she advances to third in the pool and now has the opportunity to wrestle for fifth place. No other wrestler is advanced into the seventh place bout.

Problem

In the bronze medal bout of the tournament finals, Harris from Group B is disqualified with three cautions. This does not keep him from placing fourth.

Harris would have been totally eliminated only if he/she had failed to weigh in, had failed to show up for his/her bout, or had been disqualified for flagrant misconduct. If Harris had been injured during the bout, he/she still would place fourth. Had he/she failed to show up, claiming injury, he/she would have been totally eliminated unless he/she had written verification from the chief medical officer that Harris was unable to compete.

Problem

A wrestler is paired by mistake against an opponent who has been eliminated. Stop the group and re-pair if you can. If it's too late, because bouts in the next round have begun, give the "extra" wrestler a bye (not a forfeit; a forfeit is a victory and 4 points). Move him/her to the top for the next round. This prevents giving him/her another bye later.

Problem

A wrestler is omitted by mistake from the pairing. It's too late to re-pair. Did someone else get a bye in this round? If so, attempt to pair these two. Call both wrestlers and explain. If there's no bye, give the wrestler in question a bye out of turn, then move him/her to the top.

In either of these cases, if the bouts of the next round have not yet started, you have time to re-pair. Hold up the group until you have a chance to make corrections. Announce to the wrestlers that the group is being re-paired and will be delayed. Alert the following weight class to be ready to wrestle.

Any time a wrestler receives a bye — for any reason, even because of a mistake — he/she moves to the top for the next round.

Problem

A wrestler reports to the mat too soon and wrestles the wrong opponent. Wait 30 minutes and reassign the proper wrestlers to the mats after the mandatory rest period. If the wrestlers are in different weights or pools, discard the result of the "wrong" bout. If they are in the same group and might meet later, hold onto the scoresheet. If they are properly paired later, the result of the "wrong" bout will count in that round. Explain this to the wrestlers and their coaches.

Problem

Upon recording an injury default which does not eliminate the

injured athlete, call for the wrestler, his/her coach or the chief medical officer to determine whether the wrestler is able to continue. If he/she definitely must withdraw, have his/her coach or the medical officer initial the pairing chart and eliminate him with the classification points he/she has earned. He/she is eligible to place. If the injured wrestler plans to continue, the decision is covered by the Medical Alert system.

Problem

The pairing is correct, but the wrong wrestler's name is written on the bout sheet. The wrestlers are called to the mat and the bout begins. The coach of one of the wrestlers comes to the table and complains that the wrong opponents are wrestling. Stop the bout, wait 30 minutes and reassign the proper wrestlers to the mat after the mandatory 30 minute rest period.

A Last Word

If a "wrong" bout is wrestling, stop the match at any time before conclusion. Wait 30 minutes and reassign the proper wrestlers to the mats after the mandatory rest period. Do not let the "wrong" bout wrestle to conclusion if it can be stopped. Never be too proud, or too nervous, to admit that a mistake has been made ... they do happen, despite our best efforts. Almost always, the wrestlers and coaches will accept a mistake when they understand what's going on, and when they realize that we're trying our best to solve the problem in a fair, open manner.

USA Procedures

GUIDELINES FOR USAW NATIONAL & REGIONAL EVENTS

The purpose of these guidelines is to standardize operations at USA Wrestling regional and national championships, with goals of increasing participation, enhancing value, building continuity in the event series and promoting our sport.

All USAW sanctioned regional and national competitions shall in general be governed by the FILA rules, with USA Wrestling modifications where applicable. Any other modifications may be made only by the designated USA Wrestling representative on site (event coordinator).

The event shall be organized by the host Local Organizing Committee (LOC) with guidance from USA Wrestling. The contract to organize and stage the event is made between the LOC and USA Wrestling to help ensure that these events are of the quality that all of USA Wrestling desires. Contract compliance is the responsibility of the event coordinator. Questions or concerns regarding contract interpretation should be directed to this individual.

The correct, official name of the event shall always be used. The event is sanctioned by USA Wrestling and is a part of its national event series. USA Wrestling shall be prominently displayed and receive

appropriate recognition on all promotional materials.

All athletes participating in any competition that is part of the event shall be afforded an opportunity to register before the start of the first session for which there is an admission charge. USA Wrestling cards shall be available for purchase at registration for the national sales price, except that coaches' membership cards may be sold at regional tournaments only with approval of the event director.

One or more weigh-ins may be required.

A meeting shall be scheduled before the start of competition where the chief mat official can address the coaches and officials as a group and, at the same time, coaches may ask questions or address concerns to the chief mat official or event director.

Complete uniforms, in conformance with the rules, shall be encouraged and in most cases is mandatory. This means red and blue singlets, or a red/blue reversible singlet with underbriefs, plus a handkerchief.

Officials will use scoring paddles and blocks on each mat, when possible.

An announcer or announcers shall be assigned. Contestants shall be directed by the announcer to report directly to a specific mat for competition.

Medal matches may run in flights by weight class, following the conclusion of all group finals. National Championship matches for the Cadet Division and older age groups shall be conducted in order on one mat. If the event includes competition for more than one age group or style, an effort shall be made to set off and create one or more "final sessions" for the event.

An equal number of identical awards should be offered in both freestyle and Greco-Roman for each age group. A minimum of three places and a maximum of eight places shall be offered per weight class. Champions also should be presented the completed wall chart and one of the finals bout sheets.

There should be a bona fide awards presentation made following the conclusion of the championship bout in each weight class or age group, and no awards shall be distributed prior to this ceremony at any Junior or University Division regional, when feasible. Kids/Cadet regional directors are encouraged to follow the same procedure.

REGISTRATION AND WEIGH-IN

Registration and weigh-in must be conducted under the rules and procedures of USA Wrestling for the event. Compliance is the responsibility of the event coordinator and the entire operations team.

Individual and team registrations must be completed within the specified time period. Completion of registration means the following:

- Submission of all entry forms, payment of all fees and presentation of required licenses, membership cards and identification to the registrar within the time period specified.
- Submission of a completed weigh-in card to the weighmaster within the time period specified for the initial weigh-in.

The registration area should be open for at least 60 minutes before the initial weigh-in. All forms shall be available to potential entrants at

registration. Signs should be posted to direct the flow of traffic smoothly through the registration and weigh-in process.

Only official personnel (wrestlers, supervisors and staff) shall be allowed in the weigh-in area. Provisions shall be made to weigh female competitors separately and apart from male competitors.

A Contestants draw number must be written on their weigh-in card. This process shall be overseen by the drawmaster or his/her designee. This process will take place at time of registration or be conducted prior to weigh-ins.

Contestants shall then line up in single file behind a designated floor marking, with only the wrestler to be weighed crossing this line when called. Approaching the scale, the contestant shall be wearing a singlet, and he/she shall present his/her weigh-in card to the official at the scale. A medical check maybe performed at this time or prior to or just before the athlete draws a number. The official shall read from the card, announcing the contestant's name, affiliation and the weight he/she is attempting to make. If any of these are incorrect or missing, or the weigh-in card is not legible, the contestant will be told to correct the card and start again at the end of the line.

If the weigh-in card is correct, the contestant shall step upon the scale. He/she shall stand with both feet flat in the middle of the scale facing away from the dial, bar or screen. If he/she makes the designated weight, it will be written on his/her shoulder and verified on his/her card.

If he/she fails to make the designated weight, his/her card shall not be returned to him/her and he/she will be taken immediatly to the official challenge scale for a FINAL attempt to make the desired weight, or failing that opt for another weight class (if regulations permit). An athlete shall only have two opportunities to make the weight class. This is not applicable for the Senior Division or events qualifying for FILA level competition.

Weigh-in cards shall be sorted by weight class and given to the chief pairing master during the course of the weigh-in. Cards are not available for review by coaches or contestants unless such review is approved by the chief pairing master.

For all weigh-ins, they begin at the designated time and end once the final contestant has attempted to weigh-in, or as stipulated for the event. All athletes must be present at time of weigh-ins. For Senior level events and FILA level qualifying events, weigh-ins shall have a beginning and ending time. The weighmaster should periodically call out the time remaining and should call the remaining entrants to the scales near the close of the weigh-in period.

Late registrations or weigh-ins may only be approved by the event coordinator, and only when extenuating circumstances prevent the athlete or team from entering within the specified time period. Extenuating circumstances may include, but are not limited to, automobile accidents or mechanical breakdowns, canceled or delayed airline flights, and suddenly hazardous weather conditions. This does not apply to Senior National Events, Olympic or World Team Trials.

When his/her late registration and weigh-in form is accepted, the entrant shall have 30 minutes to complete registration and weigh in.

THE EVENT COORDINATOR

It is the responsibility of the event coordinator to see that the event is conducted under terms of the contract, that it follows all applicable FILA and USA Wrestling regulations, and that it maintains standards desired of USA Wrestling events. The coordinator should make every effort to enhance the prestige, effectiveness and image of the event, while relying on the volunteer experts to make it work.

Whether you are the event coordinator or one of the volunteers working with him, remember that you are part of the same team and you have the same goal, a high quality event. Diplomacy and tact may be your most efficient tools. A low key, "smooth and soothe" approach usually precludes the need for hard-line decisions.

Before the Event

The event coordinator should communicate at least monthly with the event director. During the final month, such communication should be weekly, or even daily. If feasible, the coordinator should meet with the event director at least one month before the event and should inspect all facilities.

He/she should schedule and conduct a formal meeting with the event director the day before the event, to review all aspects of the event in detail and set action plans in motion to cure any deficiencies.

The event coordinator should present all known invoice data, including estimates of anticipated expenses, to the event director 10 days before the event.

The coordinator should complete his/her travel and lodging arrangements well ahead of the event and should take to the event all necessary items not already shipped there by USA Wrestling.

During the Event

The event coordinator should perform the following duties:

- Oversee proper setup of facilities and equipment.
- Oversee and ensure proper registration and make final rulings on any requests for registration outside regulations.
- Oversee and ensure proper weigh-ins, and make final rulings on any requests for weigh-ins outside the regulations.
- Recommend procedures to enhance the image of the event.
- Verify that appropriate arrangements have been made for room, board, hospitality and travel, and verify that this information has been communicated to appropriate parties.
- Verify that appropriate arrangements have been made for all reimbursements, per diem allowances, etc., and ensure that such disbursements are made before the end of the event.
- Coordinate the start and end of each session, in consultation with the chief pairing master and chief mat official.
- Ensure that public address announcements (camps, clinics, qualifying, upcoming events, sponsorship commitments, etc.) are provided to the chief pairing master for the announcer.
- Prepare in advance for the finals and awards presentations, arranging for presenters and coordinating the program with the chief pairing master, announcer and chief mat official.
- Present USA Wrestling gift to the event director.
- Assist in developing meeting agendas, and the preparation

- and distribution of meeting supplies and minutes.
- Ensure compliance with the contract.
- Present the invoice to the LOC and collect payment of same. If full payment is not possible, collect as much as is feasible.
- Collect results and forward in a timely manner to the media and immediately by FAX to USA Wrestling headquarters.

After the Event

The event coordinator should promptly deliver to the Department of National Events copies of the event souvenir program, all film collected from event photographers and copies of all local press coverage.

The event coordinator should promptly deliver all results to the Events Department for entry into appropriate data bases and files.

Within 10 days following the event, the event coordinator should deliver to the Manager of Events a post-event report which should include the following:

- Completed budget vs. actual financial statement.
- Invoice and payment on invoice.
- Number of entries per age group per style.
- Number of paid spectators and their demographics.
- Number of comp spectators and their constituencies.
- A description of media participation and coverage.
- An “as-done” schedule.
- A suggested schedule for next time.
- Number of officials, type and category.
- Medical personnel and their competency.
- Analysis of the effectiveness of the LOC and event director.
- Suggestions for improvements of the event and the LOC.
- Other pertinent comments.

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