



**2015-2016 NCAA Wrestling Rules
Frequently Asked Rules Interpretations (FARI)*
Quick Reference Sheet 1-6-2016**

Situation	Rule
1. <u>Cross-body ride and using the ankle.</u>	No mandatory count, normal stall if applicable.
2. <u>Drape ride, using ankle.</u>	No mandatory count, normal stall if applicable.
3. <u>Navy ride.</u>	No mandatory count, normal stall if applicable.
4. <u>Takedown and end with bottom leg-turk.</u>	No mandatory count, can use the move to turn.
5. <u>Blood time.</u>	No time, no choice given, can coach either wrestler.
6. <u>Injury timeout (TO).</u>	Time used and choice given to opponent.
7. <u>Concussion TO.</u>	No time used and no choice given to opponent, ever.
8. <u>Injury and Concussion TO.</u>	May not coach injured wrestler for either type of TO.
9. <u>Injury time stopped before med. personnel show up.</u>	Charged injury TO, log 1 second used, opponent (OPN) choice.
10. <u>Concussion evaluation.</u>	Ref. or Med. Pers. only, can request. Ref only can stop match
11. <u>Bottom man attacks top man below buttocks first.</u>	When this occurs top man can go below buttocks & no count.
12. <u>Top guy voluntarily drops below buttocks and gets stuck</u>	Mandatory count continues.
13. <u>Takedown (TD) scored and top man does not work up.</u>	Give reaction time to work up and then start count.
14. <u>TD scored/immediate scramble gets top guy stuck.</u>	Stalemate.
15. <u>Interlocking fingers.</u>	Reaction time then warn and/or call stalling on offender.
16. <u>Side-headlock, puts OPN on back but no criteria.</u>	No count, once OPN off back count starts immediately.
17. <u>Side headlock with OPN in criteria</u>	No count.
18. <u>Side headlock from rear standing position.</u>	No count.
19. <u>Side-headlock, all other areas.</u>	Mandatory count.
20. <u>Neutral, minimal to no effort to circle in bounds.</u>	Stalling on person that backed out and failed to circle in.
21. <u>Neutral, shooting opponent out of bounds (OB).</u>	Action.
22. <u>Neutral, shooting opponent OB multiple times.</u>	Stall, with existing rules on person backing to line.
23. <u>Neutral, stopped shot in bounds and then backs out.</u>	Stalling on person backing out.
24. <u>Neutral, mirroring OPN on OB line, then shooting out.</u>	Action.
25. <u>Neutral, mirroring OPN on line then pushing out.</u>	Stalling by pushing.
26. <u>Neutral, kicking out.</u>	Automatic stalling by pulling if OB call is made, No OB, no stall.
27. <u>Near-side cradle, all neutral positions.</u>	Takedown only after OPN is broken to far hip.
28. <u>Rear standing hand touch takedown</u>	Scores immediately, no reaction time required.
29. <u>Reaction time</u>	Exists in all areas except hand touch TD and locked hands calls.
30. <u>Coach called for control of mat area violation.</u>	Inform scorer, official abbrev. is, CMV; W, 1Tpt, 2Tpts & DQ.
31. <u>Coach called for questioning the referee violation.</u>	Inform scorer, official abbrev. is, QRV; W, W 1Tpt, 2Tpt & DQ.
32. <u>Mandatory verbal/visual counts reviewable.</u>	Yes, but call does not have to be overturned if video shows Referee couldn't have reached 5 th count.

Abbreviations:

OPN= opponent, TO= timeout, TD=takedown, OB= out of bounds, Tpt=Team Point, DQ= disqualification

***This is NOT a substitute for the detail outlined in the official NCAA Rules Book and all interpretations on the Center Mat website. This document is designed to provide the basic answer to frequently asked rules interpretation questions.**