



Frequently Asked Questions on Uniforms and Contest Delays Wrestling – 2020-21

(This document includes specific NCAA Wrestling Rules references where applicable.)

1. *What words, logos and symbols are allowed on the uniform/apparel/equipment?*

Competition Uniform. The uniform worn to compete in any NCAA wrestling competition is considered the competition uniform. (Rule 1.5.1)

Markings. The name or initials of the wrestler's institution shall be displayed on the competition uniform with letters at least 2 inches high. The wrestler's last name (or other names/words intended to celebrate or memorialize persons, events or other worthy causes as approved by the institution or conference), institutional logo or mascot, and national or state flag of the member institution, are allowed on the competition uniform. (Rule 1.5.1.c)

As outlined in the NCAA Wrestling Case Book, a *commemorative/memorial patch*, as authorized by the institution or conference, is allowed on the competition uniform (e.g., names, mascots, nicknames, logos, and marks intended to celebrate or memorialize persons, events, or other causes).

Trademarks and Logos. Competition uniforms and all other items of apparel and equipment (for example, warm-ups, socks, T-shirts, ear protection and towels) may bear a trademark or logo of an athletic equipment or apparel manufacturer or distributor provided the criteria outlined in NCAA Bylaw 12.5.4 are met. See the current NCAA Division I, II or III Manual for more information. (Rule 1.5.6)

2. *What size restrictions are there for these?*

Institution name or initials must be at least 2 inches high. (Rule 1.5.1.c). There are no restrictions on the size of the logo, mascot or flag. If a patch is used on the uniform it must not exceed 2¼-square inches and must be placed on the front or sleeve of the uniform and may not interfere with any required markings.

3. *Are any words other than the player's name allowed in the nameplate on the back?*

Yes, as authorized by the institution or conference, the rules do allow other names/words intended to celebrate or memorialize persons, events, or other causes on the back of the jersey/uniform where the player name is traditionally located. The names/words may vary by team member and will not violate the team uniformity requirement outlined in Rule 1.5.1.d

4. *May the required apparel/equipment contain any other words, slogans, messaging, etc.?*

No, no other words, slogans or messages are allowed other than prescribed in Rule 1.5.1.c and those outlined in the wrestling Case Book regarding commemorative/memorial patches and nameplate messaging noted above.

5. *Are words, slogans, messaging, etc. allowed on items (e.g., taped wrists) other than required apparel/equipment?*

The rules do not specifically address words, slogans, messaging, etc. on items not required by rule.

6. *How does the unsportsmanlike conduct rule apply?*

Prematch and postmatch periods for a wrestler and prematch, match and postmatch periods for noncompeting personnel (coaches, athletic trainers, managers, physicians and noncompeting wrestlers):

A wrestler being called for an act of unsportsmanlike conduct during the pre or postmatch periods or noncompeting wrestler/personnel during prematch, match or postmatch periods will result in the deduction of one team point for the first violation; the penalty for the second violation will be disqualification, the deduction of one team point and removal from the premises. (Rule 5.2.3)

During the match for a wrestler:

The penalty for unsportsmanlike conduct by a wrestler during the match will be an award to the opponent of one point for the first violation and disqualification from the match for the second violation. In-match unsportsmanlike conduct disqualifications are disqualifications from that match only. (Rule 5.2.4)

Tournaments:

Per Rule 3.22.1, all tournaments should have a tournament committee designated before the start of competition. This committee should consist of at least three members and has numerous duties, one of which is to immediately address sportsmanship violations by competitors and team personnel.

Per Rule 2.2.15, when a second act of unsportsmanlike conduct occurs, prior to the mandatory verbal notification to the coaching staff of the offending individual, the second offense is considered a simultaneous violation and the individual/team is penalized only once.

7. *What are the rules about uniform colors for opposing teams?*

When competing in a dual meet, it is recommended that teams wear contrasting-colored competition uniforms. The host school should select and communicate its preference, the lighter- or darker-colored uniform, to the visiting team in a timely manner. (Rule 1.5.2)

8. *Is it possible for the visiting team to wear their home (colored) uniform?*

Ultimately, the teams may wear whatever uniform they decide since this rule is only a recommendation. However, when using Rule 1.5.2, the host school should select and communicate its preference, the lighter- or darker-colored uniform, to the visiting team in a timely manner.

9. *What are the rules about ankle bands?*

In all tournaments, the home management shall provide red and green ankle bands

approximately 3 inches wide for identification of the wrestlers. It is also recommended that these ankle bands be used in dual meets. (Rule 1.5.5)

10. What are the rules on non-compliance of appearance and uniforms?

Competitor Noncompliance. When a competitor appears on the mat ready to wrestle in a dual meet or tournament and the referee determines the competitor does not comply with the required rules as to appearance and equipment, the offending competitor shall be charged a nonbleeding injury timeout, the injury clock started, and the injury clock stopped when the referee determines the competitor is in compliance. The time to correct the deficiency shall be cumulative with the offender's 1½ minutes of allowed injury time and shall count as the competitor's first timeout. Per Rule 6.1.15, the opponent will have starting position choice when the match begins. If the competitor is not in compliance at the end of 1½ minutes, that competitor shall be disqualified from participation in that match. (Rule 1.9.2)

Tournament committees and/or the host game management are responsible for non-compliance of uniforms (Rule 1.5.1)

11. What is the rule regarding refusal to play?

Forfeit. A forfeit is received by a wrestler when the opponent, for any reason, fails to appear for the match. (**Exception:** Incidences in which a medical forfeit has been declared.) In order to receive a forfeit, the non-forfeiting wrestler must be dressed in a competition uniform and appear on the mat. A forfeit shall be included as a win in the victor's season record and a loss for the individual forfeiting. Wrestlers shall not accept a forfeit in one weight class and compete in another class. In tournament competition, forfeits advance in a bracket until they meet an opponent. (Rule 2.3.11)

Tournaments. A forfeit shall eliminate a competitor from further competition in that event. (Rule 3.22.12)

Default-Injury. An injury default is awarded in a match when one of the wrestlers is unable to continue due to an injury or by choice of their coach. An injury default shall be included as a win or loss in each wrestler's individual season record. Losing a match by injury default does not eliminate a wrestler from competition in subsequent rounds. (Rule 2.3.9)

12. Are there any playing rules that specify protocols for student-athletes and/or coaches during the national anthem?

No. Participants are not required by rule to maintain any specific position or standard during the national anthem.