



Secretary-Rules Editor Article #1
NCAA Wrestling Case Book Updates
Updated September 1, 2023

Medical Forfeits

Question: During a tournament, two wrestlers from the same team are slated to wrestle one another in the semifinals. Per Rule 9.6.4, matches between teammates are not to be counted on the Individual Season Record Form (ISRF). Wrestler B is injured, however, and decides to medically forfeit. Per Rule 2.3.12.b, unless this was preceded by an injury default in Wrestler B's prior match, the first medical forfeit would be counted as a loss on the ISRF for Wrestler B and Wrestler A would be credited with a win. How should the medical forfeit be recorded?



Ruling: In a tournament, if two wrestlers from the same team are slated to compete and one wrestler elects to medical forfeit, this will not be charged as a loss on the medically forfeiting wrestler's individual season record form (See Rule 2.3.12.b), as this match was non-allowable for the ISRF (See Rule 9.6.4). The other wrestler will be credited with a win for the purposes of advancement only and the win shall not be counted on the ISRF.

(Rules 2.3.12b and 9.6.4)

Video Review Challenge / Dead Time

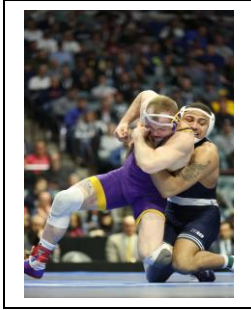
Question: Wrestler B is the defensive wrestler and gets turned by Wrestler A and pinned. The coach of Wrestler B, however, throws a challenge brick, stating that Wrestler A locked his hands while on the mat and before the defensive wrestler was in near fall criterion. The referees review the challenged sequence and determine that Wrestler A did in fact lock their hands before Wrestler B was in near fall criterion. What correction needs to be made?



Ruling: The challenged sequence is defined by the start of the alleged error, as stated by the challenging coach, until the match was stopped (or should have been stopped) by the referee. In this case, the sequence begins at the point Wrestler A locked his hands. Since the match should have been stopped at that point, the challenged sequence ends there. Any wrestling that subsequently took place is negated and should be declared dead time.

(Rule 3.13.4a)

Grabbing Fingers



Question: From referee's position, Wrestler B, the defensive wrestler, stands up and Wrestler A goes to lock their hands around Wrestler B's waist. Before Wrestler A can lock their hands, Wrestler B grabs the index and middle finger of Wrestler A. Is this permissible?

Ruling: Wrestlers may grasp one, two, three or all four fingers to break a hold, but pulling back the thumb or one, two or three fingers is illegal.

(Rule 5.6.2)

Five Second Count

Question: Wrestler A, the offensive wrestler, drops to the lower leg of Wrestler B while on the mat and the referee begins a five-second count. Wrestler B stands up and Wrestler A attempts to follow but his knees are still on the mat. Does the five-second count continue?

Ruling: When dropped to a lower leg, there is no mandatory count when both the offensive and defensive wrestlers are in the rear-standing position. The mandatory count also stops if the defensive wrestler is on their feet while the offensive wrestler is still on the mat.

(Rule 5.7.12b)

